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EGM²™

FROM THE EDITORS OF

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A CLOSED DOOR LIES AHEAD. BEHIND IT, KILLERS COULD BE WAITING TO SHOOT YOU DOWN LIKE A DOG. OR BLAST YOU
TAKE ANOTHER STEP, YOU'LL WISH YOU HAD EYES IN THE BACK OF YOUR HEAD. **ZERO TOLERANCE.** THE FIRST 360 DEGREE,

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FROM THE SIDES. OR, THE COLD-BLOODED SWINE, DRILL YOU IN THE BACK. BEFORE YOU 3-D, FIRST PERSON SEARCH AND DESTROY MISSION ON SEGA. **COMING OCTOBER 5TH.** **ZERO TOLERANCE™**

INSERT COIN

EGM² SELLS AT RECORD PACE!

The response to the first issue of *EGM²* has been fantastic! The demand has been so high that many newsagents are reporting shortages. The sell-through at Babbage's, one of the nation's largest electronic stores, is currently in excess of 90 percent! Electronics Boutique and Waldenbooks are both registering similar incredible sales figures.

Oh, and did I say that this is only the first week's sales total?! Current sales projections indicate that *EGM²* will easily jump right into third place (behind *EGM* and "the other guy") in the game magazine sales race. Of course all of this will soon be backed up with hard numbers as we already have the wheels in motion for our full-blown audit.

Anyway, everybody here at Sendai would like to thank all of our loyal readers for their continued support. It is quite reassuring to know that there are hundreds of thousands of devoted game players out there who want to get the very latest news which can only happen with a magazine that comes out twice a month. Also, as you have seen, this is all-new information with no duplication. More importantly, there has been no change in size or content to our main mag—*EGM*. In fact, just the opposite has happened ... over the past few months *EGM* has increased in size from 180 pages in August to 210 pages in September and now 244 pages in October! So much for the claims from one of the other mags about *EGM* being 'cut' in size to make two magazines out of one.

Keep the cards and letters coming. I have been reading every one and many of your ideas are going to be implemented in future issues. One of the most repeated questions is regarding subscriptions. A while back, a sub card for *EGM²* was sent out to all *EGM* subscribers and the response has been unbelievable. We're processing everything as fast as possible. Keep watching the magazine for a general order form.

In other news, it is now easier than ever to get a hold of us. We are on CompuServe at 75052,1667; GEnie at 75052,1667@compuserve,come@INET# and America Online, Internet, and most others at 75052,1667@compuserve.com. Drop us a line!

Ed Semrad
Editor

EGM!²

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September, 1994

Volume 1, Issue 3

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CAPTAIN AMERICA™ THROWS HIS MIGHTY SHIELD!

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GREEN JELLY

Acclaim entertainment inc

Attitude

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An ATTITUDE PROBLEM? No way...not us! But, check it out. Why should we keep off the grass...what's grass for anyway?

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Play with an attitude!

BY STD

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SEPTEMBER / 1994 / VOLUME 1 / ISSUE 3 / NUMBER 3

IT'S TIME TO HIT THE HIGHWAY AND BURN RUBBER IN CRUIS'N USA! 98

Wake up, racing fans! There's a blazingly hot, new arcade game that's tearing up the pavement. Cruis'n USA, by Midway, is the first arcade game to utilize Nintendo's new Ultra 64 technology. We deliver four wheel-gripping pages, giving you the most info to date.

104 WHEN THE WORLD WARRIORS SLEEP, THE NIGHT WARRIORS FIGHT!

Not a direct sequel to SF2, Darkstalkers, by Capcom, unleashes an entirely new look of fighting madness. In this issue of *EGM²*, we preview the new features, similarities to SF2, and the 12 new, dark characters which give the game its namesake.

SONY PREVIEWS THE HOT NEW PLAYSTATION AND EGM² WAS THERE! 120

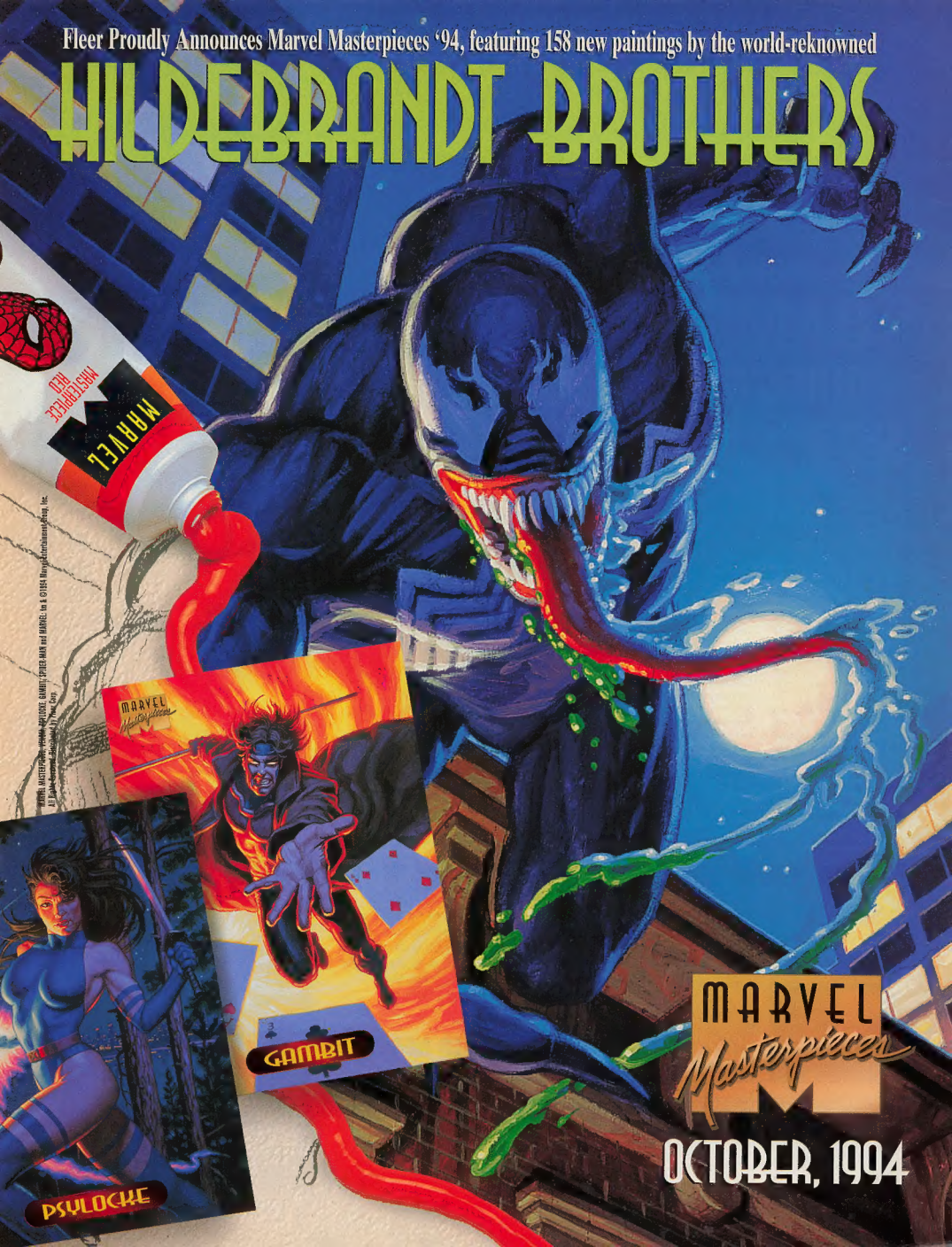
We'll cross the ocean twice-over for our readers to get the latest information! That's just what we did in order to give you the scoop on Sony's PlayStation. *EGM²* traveled to Toyko to get a hands-on demonstration of the new system. See what we found out about it!

128 MORTAL KOMBAT 2 HITS HOME WITH BLOOD AND FATALITIES!

Finally, the gore-fest hits home! In this issue, we evaluate each system plus show every bloody detail that has made this game a smash hit. Check out the blood-soaked fatalities, babalities, and friendships on all the home systems from 16-Bit to the portables.

Fleer Proudly Announces Marvel Masterpieces '94, featuring 158 new paintings by the world-reknowned

HILDEBRANDT BROTHERS



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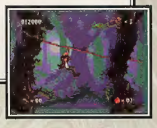

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With school right around the corner, it's time to get familiar with your geography! So, find out what's hot in the Land of the Rising Sun, such as games like Pulseman, Nosferatu, and Cotton.
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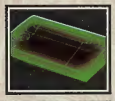

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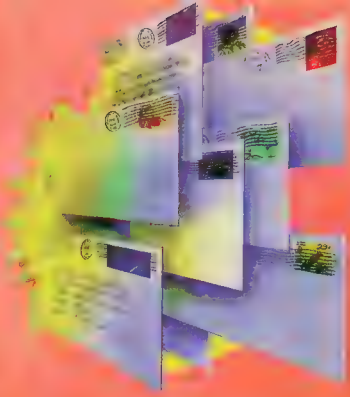
Two's company.

INTERFACE
LETTERS TO THE EDITOR



This is the section where we print your letters and respond to them. While our responses may not always be the most intelligent in the world, we try to help our readers out. And yes, MKII is a good game, so stop asking! And if we do print your letter, keep in mind that we may have to shorten it due to space requirements. We won't be able to respond to you personally, even if you do include a self-addressed stamped envelope. Subscription problems don't go to us, neither do address changes. Please call the subscription number for those, it's faster. If you've been thinking of writing, WRITE! I want to read your scribblins!

SEND YOUR LETTERS TO...
Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148

LETTER OF THE MONTH!

VIRTUA EXCITEMENT?

What's so hot about Sega's Virtua games? It seems like a bunch of hype to me. I'm hoping you'll tell me something wonderful that I haven't heard before. My local arcade has closed down, and the second closest arcade doesn't have the Virtua games. They don't even have a Super Street Fighter II! Anyway, I look at the pictures in your magazines and other magazines of these games. They look boring and outdated—like a bunch of polygon-boxes hitting and racing each other. So later I went and rented a Virtua game called Virtua Racing. The only neat thing about it that I liked was the different views. I prefer games that are realistic like Mortal Kombat and Mario Kart (okay, it's not *that* realistic). So what's the deal?

Duncan Hudson
Flint, MI

Though not texture-mapped, Sega's Virtua games can still draw a crowd.

(Ed. The draw of Sega's Virtua line of arcade and home games starts with Virtua Reality. Many Virtual Reality setups cannot handle the amount of graphic data associated with texture-mapped landscapes. So, Virtual Reality environments used polygon graphics to represent real world objects or things. So that's where it started. But Sega took it one step further in that Sega's Virtua games move very fast, whereas Virtual Reality environments usually move at a snail's pace. Some people find the polygon environment futuristic and exciting. But now that technology has progressed, Sega and other companies can use texture-mapping at a very quick speed, therefore eliminating the novelty of polygon graphics. Remember when Virtua Racing first came out? It was considered to be a very revolutionary game, more so than the first few polygon drivers like Hard Drivin'. By today's digitized and texture-mapped standards, these polygon games do look dated and worn out, but they still maintain a draw at arcades.)

WIN A PAIR OF ACCLAIM JOYSTICKS!

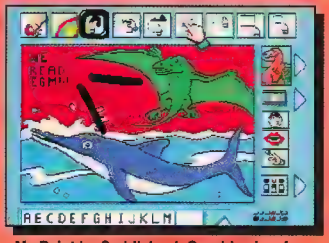
The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.

PAINT THE LITTLE TREES

I've been a loyal Sega customer for many years now and I have many games consisting of RPGs, simulation, and action/arcade. But the one thing that's been bugging me is, why hasn't Sega developed an art game? I mean, I enjoy playing RPGs and simulation games, but I can sit and play Mario Paint on my friend's Super NES for hours on end and never get tired of it. So I guess what my question is, has Sega developed an art game? If they have, when will it be available to the public?

Eric Coryell
Medford, OR

(Ed. Yes, Sega has developed an art game that they released some time ago. Some of you may remember Art Alive



My Paint by Saddleback Graphics is a fun new paint program for the Sega CD.

from when Sega was first gaining a foothold in 16-Bit gaming. It never gained the popularity that Mario Paint did for several reasons: 1) Sega didn't have their Mega Mouse, and you had to draw with a control pad, which was difficult. 2) Some felt that it was slower than Mario Paint. But, if you own a Sega CD, you may be in luck. Saddleback Graphics has developed a program called My Paint, which can be ordered by calling 1-800-523-0988 for $59.95. It's a great program.)

The saga continues. Final Fantasy® is back, and with a vengeance! 24-Meg memory. Uses all 256 colors on the Super NES for unparalleled graphics. Over 80 hours of game play. No wonder *Diehard Gamefan* said of Final Fantasy III, [SQUARESOFT®] "I kneel in reverence to the brilliance shown by the programmers at Square."

FINAL FANTASY III

SUPER NINTENDO ENTERTAINMENT SYSTEM

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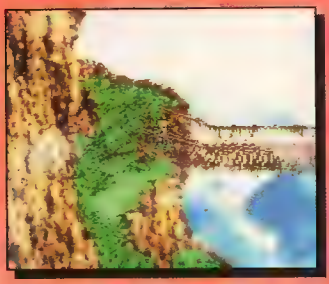
INTERFACE
LETTERS TO THE EDITOR



After a long wait, Final Fantasy III has been translated and is coming over here!

JAPAN GETS ALL THE FUN

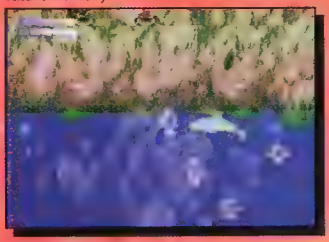
Japan seems to own most of the gaming market. Why is this? It's unfair to everyone in the U.S.! Games are usually made in Japan, and the Japanese get to enjoy them first. Some great games, such as Dragon Ball Z 2 and Romancing Sa-Ga 2, will never see the light of day in the States. The Japanese get to enjoy them, we don't. Americans can appreciate a good game, too, Japan!! If we try to order the games from an import company, we get charged twice as much for them. Also, how come Nintendo of America makes companies alter their games when they're released over here? They change stuff that has nothing to do with violence. In Final Fight for Sega CD, parts of the game that showed revealing clothes were removed from the U.S. version. When they take out violent parts in games from Japan, they're acting like Americans can't take violence, when actually violence is accepted more in America. I don't get it. But strangely, the bloody versions of Mortal Kombat couldn't come out there. They don't get our violence and we don't get their violence?

Derek Barncard
Simi Valley, CA

I was wondering: do any of the video game companies here in the U.S. with parent companies in Japan (like Capcom USA or Sega of America) make, design, and/or develop their own games? It seems as if every game I have ever played, with the exception of Electronic Arts games and some others, are just translations of their own games. Would they ever be sold in Japan? Considering that foreign companies and products cannot seem to get a foothold in Japan because of its protectionism. Don't get me wrong, I have nothing against Japanese games. I have a Genesis, a Sega CD, a Super NES, and a 3DO. I plan on getting a 32X and a Saturn in the future. I'm also an Anime freak—I have all of the SFC Ranma 1/2 fighting games. You see, I want to be a game designer/developer, and I want to know if American gaming, as an industry, will have a chance inside and outside the country.

Martin Alesia
New Hartford, NY

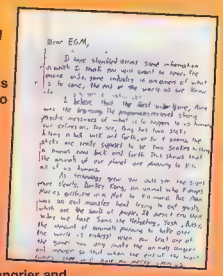
(Ed. Are the Japanese and American video game industries any different? YES! It seems to me that no matter which ocean you cross, you will find a major difference. After opening hundreds upon hundreds of letters asking and begging us to encourage companies to port over Japanese games totally and completely intact, I know that a lot of gamers want the Japanese style of game. It makes me shiver to think that video game companies have to tone down or beef up characters for the U.S. market. How do they know what gamers want unless they ask? And if they asked, they'd get the real answer Electronic Arts is an American company. Sega actively develops games in the U.S. like ToeJam & Earl, Ecco the Dolphin, Sub Terrania, etc. Capcom just recently formed a U.S. R&D center. Would their first game be an SF? Sometimes U.S. design teams hit a winning formula and the game turns out to be a hit (i.e. Mortal Kombat I&II). Now that a ratings system is soon to be in place, perhaps we'll see complete translations of Japanese games like 3x3 Eyes, Snatcher, and those "scenes" lifted from Final Fight and Streets of Rage. As for Romancing Sa-Ga and Dragonball, who knows what the future holds?)



Ecco the Dolphin is one of many games developed here in the U.S.

PSYCHO LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to *Newsweek*. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition *EGM* T-shirt proclaiming your fondness of and psychosis to video games!



Dear EGM,

I have stumbled across some information in which I think you will want to know. The gaming world, some industry is an omen of what is to come, the end of the world as we know it.

I believe that the first video game, Pong, was the beginning. The programmers received strong psychic messages of what is to happen to us humans, our extinction. You see, Pong has two sticks hitting a ball back and forth, or so it seems. The sticks are really supposed to be two snakes hitting a human head back and forth. This shows that the animals of our planet are planning to kill all of us humans.

As technology grew, you could see the signs more clearly. Donkey Kong, an animal who kidnaps Mario's girlfriend in a plot to kill Mario. Pac-Man was an evil monster head trying to eat ghosts, which are the souls of people. It doesn't end there. Today we have Sonic the Hedgehog, Yoshi, Bubsy—the amount of animals planning to take over the world is endless! When you beat one of the games, you only make the animals angrier and meaner. When the end of the world comes, they will have no mercy on us humans.

You may read this and think, "This guy is nuts!" but I am only speaking the truth. If you look, all the signs are there. We must all join together to stop the animals from taking over the world before it's too late.

Ohmigosh! You're absolutely right. I wondered why the *EGM²* staff consisted of animals. We should thank Francis Bonnet of Oceanside, NY, for saving all humankind. For this courage, Francis, we're sending an *EGM* T-shirt your way.

PUSH YOUR SEGA CD™ TO THE MAX!

OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

Based on the elite *"Flying Nightmares"* Marine Harrier squadron, this game really pushes the envelope of CD technology.

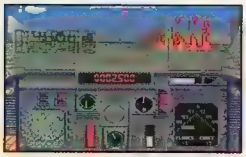
Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.

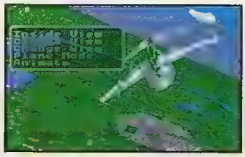
It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster bombs and radar-jamming pods.

It's enough to make your heart pound and palms sweat.

It'll also strain your brain. This just happens to be one intelligent action-adventure game as well.

FLYING NIGHTMARES. Pushing CD technology – and you – to the max.





DOMARK

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Rated by V.R.C.
NOT YET RATED

INTERFACE
LETTERS TO THE EDITOR

BUT YOU SAID!

I am a very big Mortal Kombat and MK II fan. I was very compelled and excited when I saw the promo cover of the first issue of *EGM²* that ran in the last couple issues of *EGM*. It read, "THE ULTIMATE GUIDE OVER 20 PAGES OF NEW TIPS AND STRATEGIES!," and in the lower right-hand corner, "SPECIAL REPORT MORTAL KOMBAT III!" When I heard that the mag had arrived, I rushed to the store to purchase it. When I saw that the cover was changed from the promo, I expected that the content was the same. This confidence was stabilized when I saw that on the plastic cover was written, "MK II SECRETS." But when I read through it, I found no new secrets or info on MK III. Why did you lead all of us Mortal Maniacs to believe that you had new information and then let us down? I did enjoy what was in *EGM²* #1 and especially the talk about the Genesis conversion (which I'm planning to buy), the commercial, and the movie; but I expected more.

Eric R. Magiera
West Mifflin, PA

(Ed. We received a lot of letters on this subject. The cover pictured in EGM *was a demonstration to show you what a cover might look like. It was in no way an actual issue of* EGM² *Besides, the cover was first shown in the June issue of* EGM. *At that time, who knew what would be on the cover? Sorry if we misled anyone.)*

Is it cover number one, or number two? Seems to have caused some confusion.

ACTION HAS A NEW LAST NAME

I am looking for a long action game with a lot of excitement. The graphics must be good and so should the sound. Which game do you think is best?

Roland Estrada
Germantown, MD

(The few that are out are very good. On the Genesis: Gunstar Heroes; on the Super NES, how 'bout Contra 3. There are a few out there, but there seems to be a bit of a drought at the present time. If you crave these types of games, maybe it's time you asked Sega or Nintendo to start making some more of them. But, that's another topic for another day.)

Gunstar Heroes kicks major life into the action genre on the Genesis!

Virgin MEGASTORE
MUSIC · VIDEO · GAMES · STUFF

Philips CD-i TOP 10
JULY 1994

1. Dragon's Lair
2. Space Ace
3. The 7th Guest
4. Escape from Cybercity
5. Caesars World of Gambling
6. Hotel Mario
7. Video Speedway
8. Striker
9. Joker's Wild
10. Kether

Compiled from July 1-31, 1994 by Virgin Retail Group Asia/Pacific.

E-MAIL EGM!

Communicate with EGM instantaneously! Yes, you can send electronic mail to us if you have a computer and an on-line service.

-American Online, Delphi, Internet & most others:
75052.1667@compuserve.com

-CompuServe:
75052,1667

-GEnie:
75052,1667@compuserve.come@INET#

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

... Baraka was a salesman for Ginsu products?
...Reptile worked in a circus as the lizard man?
Jeremy Wagler, Knox, IN

... you played 250 games of Pong and found a hidden game of Mortal Kombat II?
Joe VanPelt, Richmond, VA

... Al Manuel decided to give every game a 10 from now on?
Matt Barnes, Caldwell, ID

... Snoop Doggy Dogg got a video game on the Super NES because Nintendo thought he was a cartoon like Snoopy?
Howard Wallace, Cerro Gordo, NC

... Nintendo actually won a lawsuit?
James P. Innes, Chesapeake, VA

... Sega released a game console called Venus?
N.W. Man, Edutrecht, Netherlands

... The Review Crew had no games to review?
Edmundo Johnson, Detroit, MI

... Sonic and Speedy Gonzalez raced?
John Polidore Jr., Cinnaminson, NJ

... Sushi-X changed his name to Tofu-X?
B.J. Triplett, Madison, GA

... Goro and the Kool-Aid Man got into a fight?
Trevor Thompson, Tucson, AZ

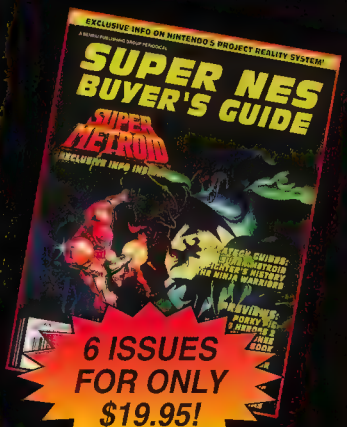
... Sega made a new rating, NCA: Non-Congressional Audience?
... Nintendo ever finished something they bragged about at CES?
Joel Nagy, Macungie, PA

Send your 'What Ifs' to:
EGM² What Ifs
1920 Highland Ave. Suite 222
Lombard, Il 60148
Or include your 'What Ifs' as a P.S. on a letter or postcard you're sending in.

SUPER NES BUYER'S GUIDE

EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the Super NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!



MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

Finally, a magazine made exclusively for owners of the Genesis, Sega CD and Game Gear! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you NEED Mega Play!

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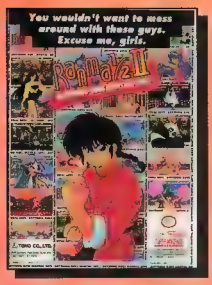
HE2J7

INTERFACE
LETTERS TO THE EDITOR



The Ranma 1/2 II ad—girls just wanna do battle, right?

GIRLS JUST WANNA HAVE FUN

I was insulted as I was reading your August issue when I saw the advertisement for Ranma 1/2 II. The reason: at the top of the ad are the words, "You wouldn't want to mess around with these guys. Excuse me, girls."

Being a female gamer, I took offense at this. Just because more guys than girls play video games doesn't mean that you can insult the girls who do play video games! I do not advocate the manufacture of strictly "female" games; however, girls do play the same games as guys. I might add that females play the same games equally well, if not better than guys!

Jennifer L. Davidson
Greenville, MS

(Ed. The ad in question probably didn't intend to offend you in that manner. Ranma 1/2 is a fighting game in which there are female characters. So the lines at the top were meant to express that the game involved female fighters. It's like an announcer first saying, "don't mess around with these guys ... uh, I mean girls." And you make a good point that game companies don't have to try to target female gamers, just recognize their existence and be a little more accepting.)

HERE WE GO AGAIN...

Wazzup!? I thought I'd drop a line and let you know how the average frequent gamer feels about the industry-wide rating system. First of all, I am over 17, so I really don't give a flip about the whole thing, but there are a lot of kids out there who aren't that fortunate.

It seems to me that there are two sides to this debate and they are both extreme. One side says that the rating system is a fascist attempt to keep us from experiencing realism in our playing experiences. The other side says that if we don't strictly regulate what we show our young children, they will grow up as psychotic killers or rapists.

My opinion falls somewhere in the middle. I don't believe the "realism," which is shown in video games, is real (nobody I know bleeds as much as the characters in MKII). It tends to be a very glamorized or extreme version of reality, like the movies. No one would play games if they weren't like that or watch movies for that matter. So, what we are censoring here is somebody's version of reality. That's not such a bad idea, considering a lot of kids playing video games can't tell the difference. On the other hand, sex and violence are a part of life and we can't just ignore them.

The solution: make different games for different audiences. Until kids are mature enough to see games as entertainment and not reality, let them stick to Mario and Sonic. When they learn the facts of life for themselves and have maturity enough then let them play the harder stuff. There's nothing wrong with that. We've been doing that with movies for years.

Jay Friess
Mechanicsville, MD

Should extreme versions of reality be off-limits to kids?

(Ed. You'll be reading more about the new ratings system in this issue's Press Start section. It is still a topic of long, drawn out discussion. There's no doubt that a ratings system is an inevitable evil, but one that gamers can live with. So far, there hasn't been talk of enforcement of these ratings. So for now, younger gamers won't have to worry about whether or not they'll be able to buy MKII. When we tried to contact the Interactive Digital Software Association (IDSA), who is supposed to be the governing body of the industry and the ratings, we reached a dead end. If this organization does in fact exist, it needs to do something. No rating system? Expect heat from the media.)

SEQUEL STORM

GOONIES II
[KONAMI/NES]

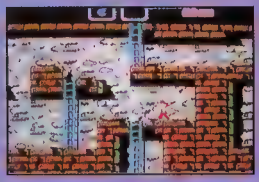
This time around, Sequel Storm lands in *EGM²*. If you don't know the rules, listen up. We name a game (old, new, whatever) that doesn't already have a sequel, and you (the readers) send in your ideas. The rules are a bit different for this game though.

Goonies II was a great NES game. When it came out, rumors were abound that Goonies III was out in Japan. Well, that wasn't true.

Now, instead of just brainstorming about this game, I'd like to know what you'd like to see in the way of box art (only don't use Konami's logo, please). If you'd like to draw a few levels of the game to illustrate your ideas, that's good too. If you want to add characters, or a plot, etc., that's fine.

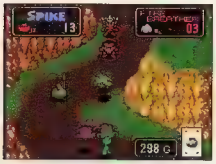
For the rest of you who aren't artistically talented, just jot down your ideas (story, characters, enemies) and send them in. No more than five sheets of paper please. Don't create an entire game, just a basic outline please.

This time, maybe throw in a Meg count (8, 16, 24) to make it more "real." Remember, 24-Meg carts cost a lot, but if you want a lot of options, it's the best way to go. Here's a picture of Goonies II to get you in the mood.
Mario Kart answers in *EGM* #63!



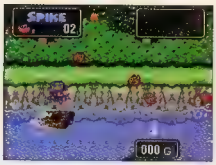
Send your ideas to:
EGM² SEQUEL STORM
1920 Highland Ave. Suite 222
Lombard, Il 60148

"...Spike McFang is the *man!*" Game Players Magazine, June 1994 **"Editor's Choice – Gold!"** Electronic Gaming Monthly, June 1994 **"Spike McFang i l, playful game** Game Pro Magazine, April 19 **into this video g ike any hero yo** tendo Power, June 1994 **"... excellent sto and awesome graphics!"** Electronic Gaming Monthly, June 1994 **"...Spike McFang is the game you want to play."** Video Games Magazine, March 1994



Use Spike's lightning hat and spinning cape to destroy his enemies.

Protect your friends along the way —you'll need them later!



Snapping Piranhas have razor- sharp teeth and their lunch menu says "vampire sandwich".

We couldn't have said it better ourselves!

Searching for a new **action adventure** game? Well, look no further. Introducing **The Twisted Tales of Spike McFang**, the game the critics fell for head-over-cape. **Talking rocks**, fire-breathing zombies, killer garlic and a hip vampire with a **deadly hat and cape**. Don't miss this classic **battery-backed** adventure in the tradition of **Zelda®**.

Visit your local retailer, or call 24 hours: ***1-800-695-GAME*** *(USA and Canada).*

Bullet-Proof Software
8337 154th Ave. N.E., Redmond, Washington 98052 (206)861-9200

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Blisters anyone?

Introducing 6 new scorchers for the Super NES.

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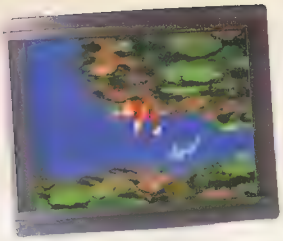
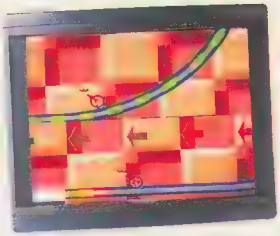
*© 1987 Elorg. Tetris 2 is a registered trademark of Elorg. Tetris 2 licensed to Nintendo. © 1989, 1993 Nintendo. All rights reserved
Original Tetris concept, design and program by Alexey Pazhitnov. **© 1993,1994 Enix/Quintet. Licensed exclusively to Nintendo.



It's 32 MEGS, unbelievably detailed, with totally natural movement in 3 dimensions. It's Donkey Kong Country. Coming this November. The first video game fully designed on SGI super-computers. So pound your chest and pick flies off a loved one...this one's a monster!

The sequel to the biggest selling game in the universe as we know it now comes to 16-Bit. Tetris 2™! With 2-player Tetrocity and plenty o' bombs. So grab a friend and blow him up!

24 Tracks, 3-D action and the high-octane power of the next generation Super FX Chip. Stunt Race FX. If you don't know how to drive, you've come to the right place.



You're out of control. Your path is full of obstacles. No, it's not the road to higher education. It's Uniracers. Coming this October. A one-wheeled, one-of-a-kind race game, brought to life with the latest 3-D SGI technology.

16 MEGS of fantasy adventure makes Illusion of Gaia™ a must for any Zelda fan. It's out this September. And if you think it's hard to pronounce, just try getting through it before the next millennium.

Our #1 boxing hit is back this October and bumped up to 16-Bit. Super Punch-Out!! With more whacked-out opponents than you can shake a fist at. All pumped up HUGE to get totally in your...OOfF Ow! ARGH! Fuuh! OOF!...well, you get the picture.

SUPER NINTENDO ENTERTAINMENT SYSTEM

INTERFACE
LETTERS TO THE EDITOR

IS IT THE MUSIC?

I ordered the Mortal Kombat CD from the advertisement on the Mortal Kombat II arcade game. I just got it today. The only thing I don't understand is it's totally different from the ad in your magazine. The ad says it has 10 tracks and the one I ordered has 18 tracks. It also says that each character has his/her own track, but on mine, they don't. One more thing, the ad says all tracks are produced by Oliver Adams and performed by the Immortals, but mine says it's produced and performed by Dan Forden. Is the ad a mistake or are there two albums?

Andy Brown
Willow Street, PA

The MKII CD has music from the game, and from the original.

(Ed. Guess what? There are actually two Mortal Kombat II CDs. The one you've ordered is the music from the arcade games I&II. The other CD that you mentioned is the Mortal Kombat techno album, which features original music inspired by the game. It has samples from the arcade, but isn't the arcade music. Anyone who wants to order the one Andy got can send $12.45 to: Mortal Kombat II, 1340 W. Irving Park Road, Suite 414, Chicago, IL 60613.)

WHAT BIT IS IT?

I'm not too clear as to what Bit each system is. Like the Game Boy. My friend tells me it's a 4-Bit system. Is it?

Jimmy Gunther
Arlington, TX

(Ed. The Game Boy is actually an 8-Bit system. Contrary to popular belief, none of the systems go lower than that. There aren't any 4-Bit systems, not even the Atari 2600! It's a common misconception--- you're not alone.)

EGM² ENVELOPE ART!

What do you get when you cross a Michelangelo with a Mario? You get *EGM²*'s envelope art! Send us your best scenes, and if you get first, place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!

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Navsta Branch, Guam

Tuan Ta
San Jose, CA

David Tran
Surrey, British Columbia, Canada

Brent Bush
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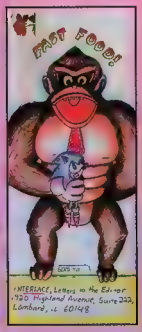
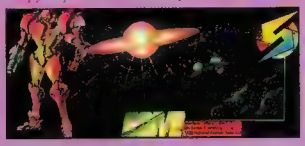
No Name
Queens, NY

Chance Kelsoe
Bethany, OK

Mike Hackett
Carterville, IL



Aaron Koski
Tower, MN

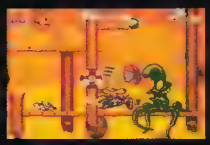


Robert D. Rush Jr.
Washington, PA

WIN A BIG STICK!
FIRST PRIZE - FIRE STICK

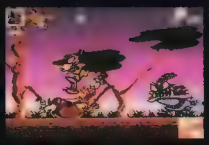
The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box 848, Paramount, CA 90723 or call (800-JOYSTICK).

CATS have nine lives. Unfortunately, YOU have a DOG.



Beware of Sidney the octopus—he's well-armed.

Inflate Spunky into a balloon and hurl him over the goo.



Heffer is part steer, part trampoline.

Meet Ed Bighead—his bark is worse than his bite.

SPUNKY is one **dumb dog**. And O'Town is one **strange** and **DANGEROUS** place. Better get moving. **OR YOUR DOG'S HISTORY. ONLY YOU** can safely guide **SPUNKY** to the **golden fire hydrant**.

He's YOUR dog. He's YOUR problem.

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VIACOM. NEW MEDIA

FANDOM CENTRAL

LOOKIN' FOR A GOOD READ

by Arnie Katz

Summer is sizzling in Las Vegas. There's nothing like abandoning the office for the afternoon and sitting poolside with the latest fanzines. That's exactly what I did this afternoon, and I'm ready to report on my late-summer reading.

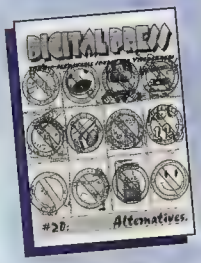
Don't worry, fans of my freeform philosophizing. This column is going to be mostly reviews, but I'll be back on my soapbox next month.

Beyond Gaming #4
Edited by Ryan Smith
89 Arundel Pl.,
St. Louis, MO 63105
Quarterly, $3 per issue,
24 pages

This spiral-bound fanzine mostly has info about Neo•Geo under its color cover, but the editor isn't locked into one system. Ryan's prozine reviews are very perceptive, which is generally true of his reviews and articles. The price is a little steep for a fanzine, but there's no question that Ryan is a very sincere fanzine editor who works hard on his publication. Worth a try.

Digital Press #20
Edited by Joe Santulli
44 Hunter Pl.,
Pompton Lakes, NJ 07442-2037
Bimonthly, $1.75 per issue,
22 pages

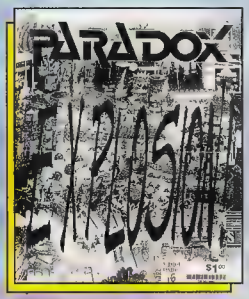
The editor's survey of electronic games based on board



games tops an excellent issue that, for a change, doesn't have a specific theme. Joe Santulli is one of fandom's best editors, and this intelligent and entertaining fanzine is the one I'd recommend to anyone who wants to try a fanzine for the first time.

Super Game Review #1
Edited by Mike Fitzpatrick & Charlie Hare
28 Southgate Rd.
Franklin, MA 02038-2747
Frequent, $1 per issue,
27 pages

The novice editors could've saved themselves a lot of money, and improved the looks at the same time, by printing on both sides of the page and leaving fewer vacant columns on the pages. Losing the pages of ratings and lists of game codes probably wouldn't hurt, either. Mike and Charlie recognize that **Super Game Review** is starting a long climb, and with that constructive attitude, don't bet against them. First issues are seldom as good as the established titles, but their promise of better things to come is hard to resist.



Paradox #16
Edited by Chris Johnston, Jason Whitman, Tim Johnson, and Justin Schub
316 E. 11th Ave.,
Naperville, IL 60563-2708
Monthly, $1 per issue,
12 pages

That sounds like a lot of editors for the number of pages, but this is a special issue. It's mostly filled by two articles about whether a Video Game Crash like the one in 1984 is coming in 1995. Jason Whitman and Chris Johnston's opinions are sure to ignite the next issue's letter column. I wouldn't miss it, and you shouldn't either.

Shining Forth #0
Edited by Robert Schmitz
PO Box 98, Yorkville, NY 13495
Frequent, $1 per issue,
20 pages

This month's best new fanzine is a half-size, saddle-stitched publication that concentrated on FRP video games. As Robert explains in his editorial, he was dissatisfied with prozine reviews of this type of game and resolved to fill the gap with his own publication. He's crammed the pages with tons of fully rated reviews in tiny type, so there's no lack of information. It would be nice to see articles that discuss trends and themes in such games to supplement the reviews. Robert's off to a good start, though, and **Shining Forth** could become a focal point for armchair adventurers.

SNES Universe #1
Edited by Mike Palumbo
216 Jenkins Rd.
Saco, ME 04072
Quarterly, $1 per issue,
9 pages

The quickest way for Mike to improve would be to check out some other fanzines and see how they do things. This first issue shows promise, including some artistic ability, but it has many easily avoidable mistakes, too. Things like putting six lines of text and a two-line head on a page detract from the quality. The next **SNES Universe** will be better if Mike fills the currently wasted space with more of his opinions and leave the unadorned lists behind. This is also a good target for would-be fanwriters, who will appreciate the 'zine's neat, legible appearance.

Attention fanzine editors: If you'd like your fanzine reviewed in this column, send it to: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107. I read and save every zine sent, and I'll try to review as many of them as possible each month.

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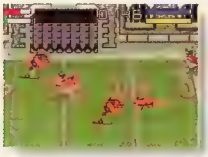

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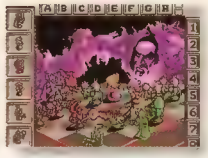

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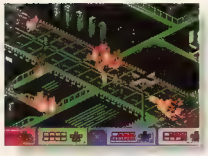

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This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

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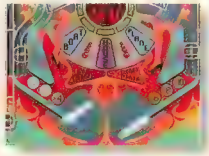

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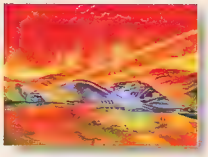

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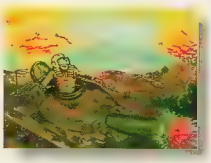

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Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

KASUMI NINJA™
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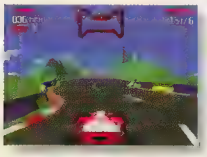

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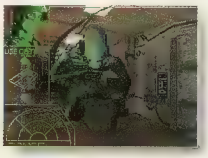

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JAGUAR™ 64-BIT
DO THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

IDSA AND SPA INTRODUCE SEPARATE RATING SYSTEMS

As if the debate over ratings hasn't been confusing enough, it's about to get a lot more complex.

Now, two organizations are fighting over which rating system will be adopted. The two systems are distinctly different in the way that they rate games.

"These large Japanese companies can afford the lobbyists who somehow get the attention of congressmen..."
-David Snyder, MVP Software

The first system we'll discuss is being proposed by the Software Publisher's Association (SPA). The SPA has been around for many years representing software developers and publishers.

They have formed a ratings board called the Recreational Software Advisory Council that would take a look at and rate video games and computer software independently of any company of private interest.

The content ratings are divided by the RSAC into five categories: all audiences and levels 1-4, depending on the amount of material present in the game represented. The software developer provides a comprehensive description of the game's content, and then the RSAC takes the game's content into consideration, and assigns a rating in Violence, Nudity/Sex, and Language.

Software developers won't have to pay a large fee to have their game titles rated.

The other system has been developed by the Interactive Digital Software Association (IDSA). The IDSA was created in March, right after the Senate hearings on video game violence came to its peak.

The IDSA's ratings (pictured on the opposite page "The IDSA's Ideal Box") are a set of usually one letter ratings that do not descriptively show content at first glance.

To have your game rated by the IDSA, you must submit a videotape of the entire game, a

THE CONSUMER SOFTWARE CONTENT GUIDE

PLEASE NOTE: Content referred to below may be used at a lower level if it is presented in a historical, or other "non-literal" context, or is widely considered a work of art. For more information about the consumer software rating process, write to Consumer Software Content Guide, 1 126 M Street NW, Suite 00, Washington, DC 20036.

SUITABLE FOR ALL AUDIENCES	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
VIOLENCE				
Benign Agression; Some damage to non-living things	Damage or destruction of non-human living things	Destruction of living things including humans; some blood	Destruction of living things inluding humans with blood and gore	Wanton or gratuitous violence; torture; sex crimes
NUDITY/SEX				
No nudity or revealing attire	Revealing attire	Bare buttocks; fleeting nudity	Partial nudity	Full frontal nudity
Romance; no sex	Passionate kissing	Clothed sexual touching	Non-explicit sexual activity	Explicit sexual activity; sex crimes
LANGUAGE				
Inoffensive slang; no profanity	Mild expletives and profanity	Moderate expletives; non-sexual anatomical references	Strong language, obscene gestures	"Four-letter" words, crude or explicit sexual references

narrative description, storyboards, and other development materials. These will be looked at by the ratings board, and a rating will be assigned. Developers must pay a fee of between $500 and $5,000 per game.

The IDSA's ratings are NOT mandatory, and developers can choose not to have their game rated.

However, most retail chains have been told by the Senate Committee NOT to carry games that do not carry a rating, so most game companies will have to opt to pay the money and have their game rated.

The IDSA's ratings board, the Entertainment Software Rating Board (ESRB), is made up of part-time individuals and professionals, who are over the age of 21. Video gamers who will be affected by the system will not be allowed to take part in the rating process.

What will this mean to you as a video gamer?

The IDSA's ratings, unless something happens to change this, will be appearing on game boxes in mid-November. The IDSA system will replace Sega's VRC rating system.

Mortal Kombat II, the game which started all of this controversy, will not be carrying an IDSA rating. It will carry Sega's VRC rating on Sega-brand systems, and a special parental advisory label on the Super NES.

We've talked about two systems here. The SPA is trying hard to get their rating system approved by the Senate. There are a few reasons why.

Computer software is very different from video game software.

For instance, to develop a video game, you need special materials and licenses that can only be obtained by the major manufacturers. To create a computer game, all you need is a computer and some basic computer language software.

There are many small publishers that create shareware. Shareware producers get little, if any, money for the distribution of their software. For example, Wolfenstein 3-D and Doom, two of the most popular computer games ever created, were done by a shareware developer. These small developers don't have enough profit to get their games rated by the IDSA, and therefore will not be able to sell their products at retail chains that will allow only rated products to have shelf space.

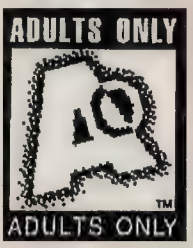
"Alarmingly, IDSA doesn't care what happens to the small producers and that's sad..."

-Randy MacLean, Gold Medallion Software

The SPA is also concerned that because major video game companies have an interest in the IDSA, that there will be ratings favoritism. A game made by a major manufacturer will get a lighter rating than if the same game were made by a smaller third party.

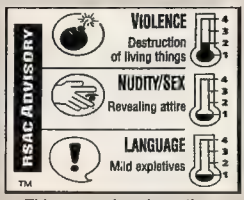
The debate on which rating system will be used goes on. You are looking at the icons, which do you think will be the best and most beneficial to the entire software industry? That decision is left to the Senate.

THE IDSA'S IDEAL BOX



THE RSAC'S IMPORTANT BOX

This symbol means that the game is suitable for everyone.



This comprehensive ratings 'chart' lists content degrees.

LAST MINUTE UPDATE

ASCII Entertainment Software Names New President - Hide Irie, an 11-year video game industry veteran, has been named to the top post of Ascii Entertainment Software.

Before being named at Ascii, Irie headed Renovation Products, Inc. as president and chief executive officer. Prior to that, he was vice president of Taxan USA Corp.

Spectrum Holobyte and Interplay use SRS Labs' 3-D Sound Technology in New Games- New 3-D sound technology is being used in new CD-ROM games by Interplay and Spectrum Holobyte. The new sound allows any stereo system with two speakers to have real-life, 3-D surround sound. It will be used in Spectrum Holobyte's new Star Trek: The Next Generation game for the PC CD-ROM, and in future games from both companies.

Aerosmith Set to Star in Virtual Music Game - You've heard Aerosmith on-line, in the arcades, and now on a new PC-based video game to be released this fall.

A state-of-the-art Virtual Reality game called Quest for Fame: Featuring Aerosmith will let players progress from being a garage-band strummer to a star guitarist, playing with some of the industry's premiere artists.

You can jam with the band through a special device called the Virtual Guitar, which feels and looks like a real guitar.

"This game is for anyone who has ever played air guitar and dreamed of being a rock star," said Alex Donnini, president of Ahead, the company that developed the game.

The game will be available this fall at a retail price of $79.95. Virtual Guitar bundles, including the Guitar and a Virtual Music game, will sell for $99.95.

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ONE HERO MUST FIND THE SIX KEYS TO BANISH HER FOREVER....
HIS DANGEROUS QUEST IS CALLED...
BREATH of FIRE
ARRRGGHH!! ONE FALSE MOVE AND WE'RE HISTORY, TOAST, END OF STORY. GAME OVER!!!
SQUARESOFT
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SHOULD HE ATTACK WITH A BAND OF **EIGHT** VALIANT WARRIORS OR SHOULD HE PULL UP HIS ASBESTOS UNDERWEAR AND SET FORTH ALONE KNOWING **HIS NEXT STEP MAY BE THE LAST??**

WILL OUR HERO SURVIVE? **ONLY YOU** HOLD THE ANSWER...

YOU THINK THIS IS **JUST A GAME?!**

BREATH OF FIRE, A RED-HOT 12-MEG EXTRAVAGANZA FROM **SQUARESOFT.** "WHAT RPG FAN CAN'T GET EXCITED ABOUT A GAME LIKE THIS? ...COULD EASILY END UP BEING THE BEST RPG OF THE YEAR." **GAME PLAYERS- MAY '94**

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MAXIMUM COMMERCIAL

If you've been to any of this summer's hottest movies, you've run into this commercial for Acclaim's *Maximum Carnage* game. Just in case you were getting popcorn during the previews, here are a few shots from this theatrical advertisement.

NINTENDO LOSES SUIT

Nintendo has awarded Alpex Computer Corp. $208 million in damages in a patent infringement suit involving the Nintendo Entertainment System.

Nintendo claims that it did not infringe any patents with their NES system, and that the damage award is "preposterous and flat wrong."

AURA & NASA ENTER PACT

Aura Systems, Inc. has entered into an agreement with Nasa to jointly develop Aura's new technology called *Rainbow*.

The Rainbow is an actuator which can be used in a number of applications, like a fluid pump which has no moving parts other than a set of Aura's Rainbow wafers. This device is currently undergoing testing by Nasa to characterize performance.

NEW SF2 ROLE PLAYING

The first electronic game to be converted to paper is now in stores. It's *Street Fighter: The Storytelling Game* from White Wolf Game Studio.

White Wolf has converted Capcom's famous street fighting games into a high-action storytelling game.

The game allows participants to take on one of the personas of the World Warriors in order to fight the evil M.Bison and Shadowloo.

"I was very impressed! It's a very strong addition to the line of Street Fighter stuff. If Street Fighter was the universe, White Wolf filled in the planets," commented Alex Jimenez, Capcom Product Developer, Super Street Fighter II, Dungeons & Dragons, and Darkstalkers.

You can find the 192-page color book at your favorite book, comic, or game store for $14.95, or order it by calling 1-800-454-WOLF.

NEW ON SEGA CHANNEL

If you've got the Sega Channel, then you'll be happy to know the games on tap for its second month.

They include test drives of the upcoming games Asterix and the Great Rescue (Sega), Bubba 'N' Stix (Core Design), Fatal Fury 2 (Takara), Incredible Hulk (US Gold), Star Trek: The Next Generation (Sega), and World Championship Soccer 2 (Sega).

The game schedule for month two also features 50 additional titles from Sega and its third-party publishers, including names like Mortal Kombat and Jurassic Park.

NHL '94 from Electronic Arts (above), and Sega's Star Trek: The Next Generation (below).

SEGA BOX FOR PLAY ON THE GO

A hot item from Japan is the snap release of a CD/cassette/radio boom box from Aiwa (a Sony subsidiary) that is also an integrated Mega Drive and Mega CD system.

Imaginatively titled CSD-GM1, this compact unit was released on September 1, with a price tag of ¥45,000 (roughly $450). It has a rounded design measuring under a foot wide and weighs just under 11 pounds, and is fully compatible with all existing MD and MCD games—presumably the 32X should work also.

However, connecting it might be ugly, as the cart slot is at the lower part of the boom box front. The bottom part, with the cart slot and controller ports, can be conveniently detached for using the unit merely as a boom box.

Will it be making its way onto U.S. shores? Not likely, as Sega likes to keep a tight grip on any systems using their basic Genesis hardware. Just look at the X'Eye.

Gamers look across the ocean and begin drooling.

PHILIPS GOES TO THE FOOTBALL HALL OF FAME

For its new game, NFL Hall of Fame Football, Philips went directly to the source. The game features highly interactive arcade-style play with digitzed footage to help the simulation along.

If you visit the Hall of Fame in Canton, Ohio, you'll be able to experience this game for yourself. Philips has set up a CD-i playing station where you can try the game out.

The game itself will be available to consumers in October for $59.98 at your favorite CD-i software store.

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OVER 50 DIFFERENT MOVES.

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5 PLAY SELECTIONS.

12 WRESTLERS.

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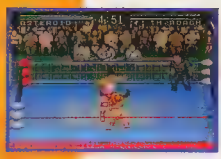
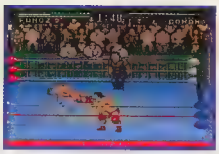
- Brain Buster
- Reverse Shrimp Hold
- Rally Art
- Sleeper Hold
- Pyle Driver
- DDT
- Avalanche Hold
- Shoulder Through
- Powerbomb
- Backdrop
- Kitchen Sink
- Guillotine Drop
- Kneedrop

SUPER NES MULTI-PLAYER ADAPTABLE

EXPLOSIVE POWERBOMB



JUMPING KNEEPAT



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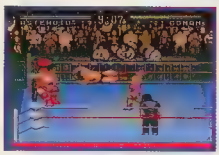

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EGM² EDITOR GETS BOMBED!

At this year's Summer Consumer Electronics Show, things got a little tense when you walked past the Hudson Soft booth.

If you were a member of the press, you could enter Hudson's Super Bomberman 2 Tournament. That's just what *EGM²* staff member Chris Nicolella did.

Chris reaced the finals (pictured below), along with Zach Meston (of *Video Games*), Matt Neapolitan (*Kid's Today*) and Jim Ratkos (*Anti-Matter*).

As all good tournaments must have a winner, one did emerge supreme. Zach Meston wore down his competition, to win the grand prize, a Sony Color Watchman. But that doesn't mean that everyone walked away a loser.

Look for Hudson Soft's Bomberman 2 to be released in September. Congrats to Zach, and of course, to Chris. Not everyone can beat the Slasher at his game.

The winner—Zach Meston.

***EGM²* staff member Chris Nicolella in the heat of battle.**

CASE HISTORY:

GAMES IN THE MOVIES

Movies are a kind of escape from our normal lives of working and sleeping. It's no

***Double Dragon the Movie* kicks high for action.**

wonder that along the way, the two mediums began to combine.

It wasn't until *Super Mario Bros. The Movie* that video games were actually taken into the limelight by themselves. The plot somewhat sappy, the humor kind of silly, but video gamers flocked to it.

If you remember the Fred Savage movie *The Wizard*, then you remember all of the wide-eyed glances at Nintendo's newest and hottest video game in the closing scene of the film, Super Mario Bros. 3.

Today, video games are made to imitate films. Some examples are *The Mask*, *True Lies*, *Total Recall*, *Terminator 2*, etc. While these games may not have lived up to game play standards, they have made a lasting impression on Hollywood.

Since the popularity video games enjoy among teens is very high, it's no wonder that Hollywood is taking our most beloved video games and making screen versions. It was bound to happen sooner or later.

The most anticipated of these films is *Street Fighter*. Starring Jean-Claude Van Damme as Colonel Guile, and Raul Julia of *Addams Family* fame as Bison, there's a lot of star power riding on this one. The plot has changed from the game. Colonel Guile is out to save hostages that have been captured by Bison, and Chun Li is a reporter covering the story. Where Cammy was from England in the game (she had little or nothing to do with Guile), she's joined up to help him in the film version.

Another hit video game, Double Dragon, is also being created for the silver screen.

The game, as you'll remember, was a hot property during the NES days, when Tradewest released the original, and Sega did their own rendition on the Master System.

The plot: in ancient China, a mystical medallion, the Double Dragon amulet, was created with magical powers.

Centuries later, the medallion has been broken into two pieces. The evil Koga Shuko

Alyssa Milano stars as Marian Delario.

(played by Robert Patrick of *T2*) has one piece, and the other, is around the neck of Satori, the sinei of Billy and Jimmy Lee.

The brothers get into a bind with a street gang called the Mohawks. They escape with the help of Marian Delario (played by Alyssa Milano).

Satori senses that Shuko is trying to get the other half of the medallion. She gives it to the brothers to keep it safe.

But, we won't give away any more of the plot other than to say it looks like it will be action-packed.

If you've been a part of the Mortal Kombat II phenomenon, then you know that there is a Mortal Kombat movie being scheduled for release sometime next year. But will this movie contain the blood and fatalities that Mortal maniacs crave? Will it be faithful to the game story line? We'll just have to see.

The three pictures above are from the *Street Fighter* movie. At the top, *Double Dragon*.

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- **The PeaceKeepers™** *by Jaleco*
- **Secret of Mana™** *by Square Soft*

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DOMARK

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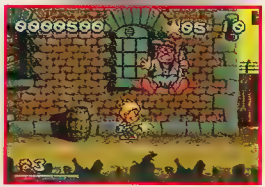
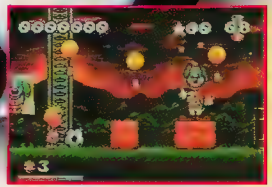
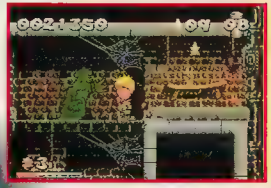


Roam through city streets, construction sites, sewers, the circus and forest in a quest to defeat the mad Colonel Brown who's dumping toxic waste! Marko's only weapon is his amazing soccer ball, which he uses to knock out gangs,

dogs, sludge monsters and other nasties. Just as in soccer, Marko can't use his hands. He's got to use his head, bicycle kick, knee tap and foot dribble to control the ball.





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GAMING GOSSIP

...SUPER NES CARTRIDGE SHUTOUT...
...NBA JAM TE READY FOR ACTION...
...POWER INSTINCT 2 COMING SOON...
...SUPER SF2 TURBO TROUBLES...
...MARIO 5 44-MEG ON SUPER NES?...
...MORTAL PIRATES DO 4.2 VERSION...
...ALIEN TRILOGY IN THE ARCADE...
...LUFIA 2 SATISFIES RPG APPETITE...

...Time to slam dunk again, boys and girls, as NBA Jam Tournament Edition is nearing completion across ye ol' big pond. There are a lot more clutch, grab, and steal moves in this game and a quick hands feature with twice as many characters and up to 40 or 50 hidden moves, as well as a lot of secret goodies...

...A new RPG in the vein of Secret of Mana is coming from A ... in '95, and I don't mean Atari! Atari, Atari, Atari. Some Super NES game developers are quaking in their proverbial boots, or so they say. The reason? Nintendo ordered 2 1/2 million copies of DK Country, Acclaim ordered 1 million of MKII, and Virgin ordered a half million copies of The Lion King. Several smaller developers are cancelling their Super Nintendo projects due to foreseen instability in the cartridge market and a backlog in Nintendo's cartridge production schedules ... Sega's lagging behind in the development department. They've jeopardized the amount of games being launched with the Saturn by pulling their key developers from Saturn projects to finish games for their 32X ... If you thought Nintendo would surely stop at 32-Meg, then you're wrong! Nintendo's readying a Super NES game that will tip the scales at 44-Meg! 44-Meg? Obscene, is what that is. It's a new Mario adventure, possibly starring that evil twin, Wario. With that meg count, it won't be hard to port it over, add levels, and release it on the Ultra....

...File this under "Too Many Chefs Spoiling the Soup"—it seems that everyone involved in the Super Street Fighter II Turbo project for the 3DO is getting stressed. So many parties are involved in its release—Capcom, Matsushita, Panasonic ,and 3DO—that sources close to the project are saying, "Not by November." 3DO seems to think that Way of the Warrior will be such a mega-hit that it will last them through the holidays. (If you saw our review in *EGM*, you know that's false.) Come on, guys, what about Road Rash? A much better game that has the playability, and graphics, plus it will hold up under pressure ... Rumor has it that SNK's Neo•Geo CD-ROM machine WON'T be coming over here after all (gee, thanks Chad!). The only reason they'd bring it out over here is if too many of us were buying the import machines. And I wanted that machine...

...Sunsoft will be developing Taz 2 for the Super Nintendo. First-person like it was last time around? Let's hope judgment serves ... Viacom's Beavis and Butt-head (made by Radical Entertainment of Vancouver, B.C.) game sold half a million pre-orders to dealers at the SCES. We'll have to see if they can sell them all ... Look at me, Johnny G.!!! ... Come on, guys ... You said there was a Jax code ... If you've seen that Mortal Kombat II Version 4.2 board, listen to this—it's a pirate board, not officially sanctioned by Midway. So, if you've noticed extra stuff hidden in that particular version, it ISN'T in the Super NES version, and it's not being supported by Midway. Yes, it's out there ... The Video Cowboy is in the house! Watch out for the busted-up chair...

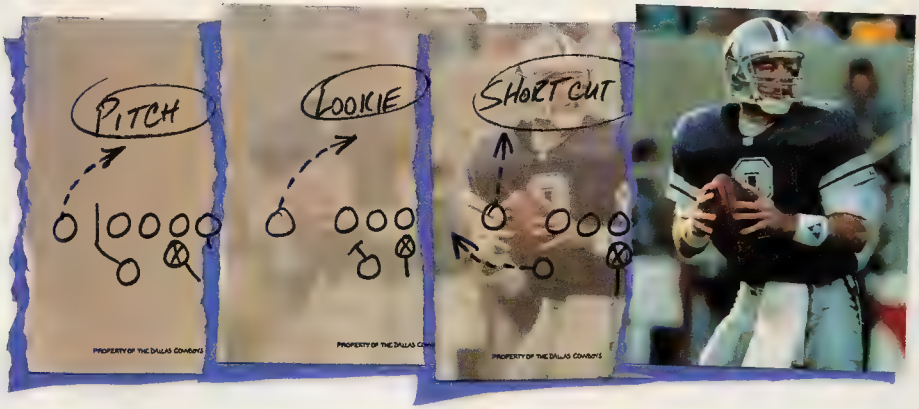
...Remember that SuperGrafx machine? Hudson has this new PC Engine game you might remember if you're into nostalgia—Strider! Took long enough, guys ... Alien Trilogy will be on the heels of Batman Forever as Acclaim's second arcade release using Sega's Titan arcade technology ... Lunar 2 is coming to a Sega CD near you ... Speaking of RPGs, Lufia is getting a sequel in Japan, and word has it that it will be coming over here. Bonus! Ninja Wheel!

...I was lookin' over the Turtle's shoulder at the ideas you readers have sent in for Mario Kart 2, and if Nintendo doesn't listen to these guys, it'll be a crime I tell you ... Let me tell you video game companies something, come closer ... You've got to hire some of these kids to your R&D teams man, they've got some pretty radical stuff, and you know what—I LOVE IT!!! Turtle showed me a letter that we received at the *EGM* offices from a guy who drew maps for a Mario 5 game and a sequel to Aladdin. They really impressed me a lot. Get the marketing guys out of the game development, and get some gamers! I hate to say this, but ask any gamer, and he will tell you without a doubt that your TruVideo, or Full-Motion video games can all go in the garbage ... But then again, the video game industry is turned upside down!

...So it's back to school for most of you video gamers, and the days of summer and playing video games until four in the morning are gone. UNLESS you increase the amount of hours in a day! YES!

-X-BERT

You can't get your hands on Troy's playbook, but you can get your hands on a few key pages.



Troy Aikman NFL™ Football™

Like Page 7, Troy's "Pitch", the play that turned the Bills into four-time losers. And Page 21, Troy's favorite—"Lookie", the one that's made a lot of NFL cornerbacks consider a career change.

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U.S. GOLD

PRESENTS

MARVEL COMICS

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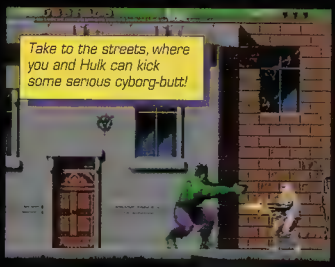
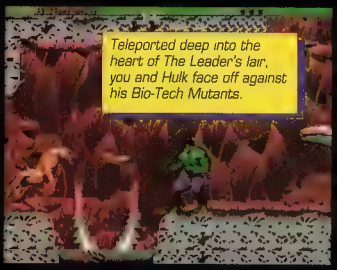
HE'S BIG... HE'S MEAN... HE'S GREEN...
AND HE'S GONNA...

...SMASH, BASH, CRASH, AND TRASH EVERYTHING IN MY PATH!

HEY, SURE HULK GETS A LITTLE CRANKY, BUT SO WOULD YOU IF YOU WERE BLASTED BY GAMMA RAYS THAT TURNED YOU INTO A HUGE, POWERFUL, GREEN CREATURE EVERY TIME YOU GOT A LITTLE TICKED-OFF. SO COME ON, GIVE HIM A HAND BATTLING SOME REALLY NASTY CLASSIC MARVEL VILLIANS... LIKE RHINO, TYRANNUS, ABSORBING MAN AND HULK'S GREATEST ARCH VILLIAN, THE LEADER! HULK WILL PROVIDE THE BRAWN, YOU PROVIDE THE SKILL AND BRAINS FOR HOURS OF THE MOST HULKED-OUT ACTION YOU'LL EVER BE A PART OF.





COME ON... IF YOU THINK YOU'RE TOUGH ENOUGH!

Available for Sega™ Genesis™, Game Gear™ and Super Nintendo Entertainment System®

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TRICKS OF THE TRADE

TRICKMAN JUNIOR CHANGES HIS NAME!

Trickman, Jr. is tired of being second best and has decided to be his own person. Now that he's established and has his own group of readers, Junior has decided to change his name to D-Coder. Ever since D-Coder stood up for himself and stopped being so annoying, Trickman Terry started being nice to him again. Still, to give every reader the best advantage of the newest tricks, D-Coder needs your help! Send your newest tips, tricks and codes to: ***Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.***

With D-Coder's new image and confidence, it has been decided that he's cool enough to award anyone who gives him a great trick and gets his/her name published in the Tricks of the Trade section of *EGM²*, a free game for their favorite system* of choice! Take a gander at the miniscule print below for details on the allowable systems (some were added).

Rules that we put in tiny print to keep our lawyers happy and cause eye strain ... Sendai Publications, Inc. is not responsible for the submission of similar or identical tips, and is not obligated to award the game cards to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. *The allowable game systems are: NES, Game Boy, Super NES, Genesis, Sega CD, Duo, Lynx, Game Gear, 3DO, Philips CD-I, and Jaguar. Void where prohibited by law.

SEND TRICKS

If you've found a cool new trick, listen up! Write your tricks and send them to:
Tricks of the Trade
1920 Highland Ave, Suite 222
Lombard, IL 60148
Check into the new saga of D-Coder for a neat little bedtime story and more details on those free nifty goodies!

WIN GREAT GAMES!

TRICK OF THE MONTH

Super Street Fighter II Turbo

Arcade	Capmon

Play as Akuma

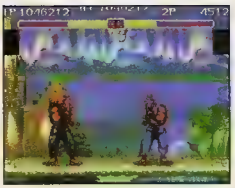
To do this trick, you must set the speed to three and select it with the Fierce Punch. Then do the correct character selection sequence to play as Akuma!

YES!! It's true! You CAN play as the most fearsome Boss character ever created! The first step to Akuma's trick starts with a machine set on Free Speed Select. You must select Speed Three with the Fierce button when your character's cursor is on Ryu (player one or two). Once you press Fierce to select the speed, pause two seconds on Ryu. Move to T.Hawk and pause two seconds. Move left to Guile and pause two seconds. Move to Cammy by passing through Dhalsim.

The arcade machine must be set on Free Speed Select.

Do the correct character choices to play as Akuma.

Pause for two seconds again. Move directly to Ken then up to Ryu, where you pause for two seconds one last time. Then press all three punch buttons and your Start button (1P for player one, 2P for player two) at the same time. Akuma will replace Ryu as your character selection!
- Steve Warwick; Los Angeles,CA



If done correctly, you can play as the almighty Akuma!

WIN A COOL CONTROLLER FROM STD AND *EGM²*!!

Everyone who sends in tricks to D-Coder has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, or SGPROGRAMPAD-2! We're looking for the "Trick of the Month" to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc. that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller and a free game for the (allowable) system of your choice! This contest is from the greatest new video game magazine, *EGM²*!

OFF CIAL RULES AND CONDITIONS 1 *No Purchase Necessary* No purchase or payment of any money is necessary to enter To enter the contest print your name and address (including your city, state and zip code) on a letter containing your best codes and mail it to Tricks of the Trade Sendai Publishing Group Inc 1920 Highland Avenue Suite 222 Lombard Illinois 60148 One entry per household All entries must be handwritten Mechanically reproduced entries will not be accepted Entries must be received by September 15 1994 Sponsors assume no responsibility for lost or delayed late illegible incomplete postage due or misdirected entries Sendai Publishing reserves the right to cancel this contest at any time with appropriate notice 2 *Winners* Winners will be judged based on their code s uniqueness novelty accuracy and the best said code is not already known by the Judges The Judges will be from the Sendai Publishing Group and the decision is final Noncompliance with any entry procedure may result in disqualification All entries and copyrights therein become the property of Sendai Publishing Group and will not be acknowledged or returned By entering winners agree to be bound by the rules of the contest and judges final decisions 3 *Prizes* Each Winner shall be awarded one of the following prizes (1) SNPROPAD (2) SGPROPAD-6 (3) SNPROGRAMPAD or (4) SGPROGRAMPAD-2 A prize will be claimed by a PrizeWinner within thirty (30) days following notification by Sponsors shall be deemed forfeited and shall not be awarded PrizeWinners will be notified by mail Prizes are non transferable No substitutions of prizes is allowed except at the option of Sponsors Should the awarded prize become unavailable 4 *Eligibility* Sweepstakes open to residents worldwide PrizeWinners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release Employees of Sponsors and their affiliates are not eligible Neither Sendai Publishing Group Inc nor STD Entertainment or their respective affiliates subsidiaries divisions or related companies are responsible for any damages taxes or other expenses the consumers might incur as a result of the contest or receipt of prize All local state and federal taxes are the sole responsibility of the PrizeWinners if PrizeWinners are under 18 years of age the prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian (applicable) 5 *Restrictions* Void where prohibited or restricted by law All federal state and local regulations apply 6 *Sponsors* Contests sponsored by Sendai Publishing Group Inc and STD Entertainment (USA) Inc Copyright © 1994 Sendai Publishing Group Inc SNPROPAD SGPROPAD-6 SNPROGRAMPAD and SGPROGRAMPAD-2 are all trademarks of STD Entertainment (USA) Inc

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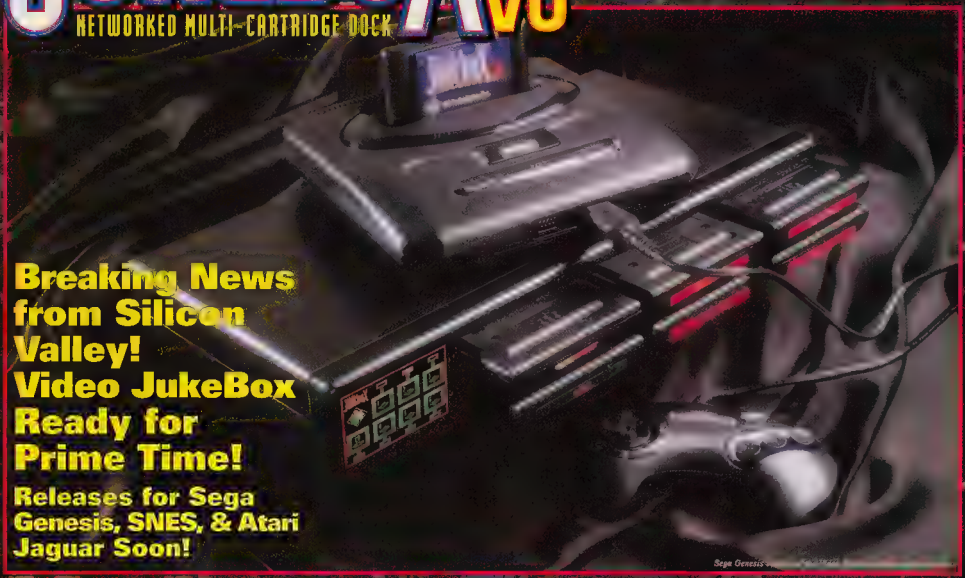
Rack & Stack, Jack!



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Releases for Sega Genesis, SNES, & Atari Jaguar Soon!

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HUH?

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Once the carts are jacked-in, you'll never have to rip 'em out. A black steel outer shell to match your stereo makes it durable with a kick-butt look! A quality product at an excellent price, would not you agree? No doubt... at $49.99, even your mom will bark for one! Convincing her or the old man should be easy... just tell 'em it'll keep your carts off the floor, so any paralysis resulting from slipping on your carts and doin' a half-ganer into the TV would be indubitably impossible.

Grab a VJ, or two or three... at Babbages, Electronic Boutique, Software, Etc. and other popular hang outs near you. For other store locations, pick up the portable and call!

If you're thinking $200, try this radical price:

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CHEAT SHEET

Super Formation Soccer '94 Human of Japan/Super Famicom

Eight Secret Teams

At the Title Screen press buttons Y, A, X, A, Y, X, A, B, Y, X, A. Start any mode except for the Asian Preliminaries of World Cup Mode. At the Team Select Menu press top buttons L or R to change the displayed region. A Special Menu appears with eight additional teams: England, Wales, Uruguay, Masters, Denmark, France, South Korea, and Human.

Trouble Shooter 2 Vic Tokai of Japan/Mega Drive

Stage Select

This trick will allow you to select any level you want to play. To do this, open the Option Menu and select BGM. Play SILENCE four times and NOTHING13 three times (play using buttons A, B, or C), then Start. If done correctly the Stage Select Screen should appear.

Yuyu Hashuko 2 Namco of Japan/Super Famicom

Four Added Characters

At the Title Screen press DOWN, UP, L, L, R, R, Y, X, A, Y. This adds four characters: Toguro (80 percent), a mysterious masked fighter, Genkai (teenager), and Toguro (100 percent).

Wolfenstein 3-D

Jaguar	Atari

Invincibility/Full Ammo/etc.

These tricks allow you to do multiple things, including God Mode, Level Select, Debug Mode, Sound Test, full ammo, keys, and stage clear!

POWER TRIP

All these tricks for Wolfenstein 3-D are done on the one-player control pad.

God Mode: Press 4668. Can be turned off by repeating these steps.

Debug Mode: Press 4887. When it turns on you will see refreshers, tics, com play, mission, and number displays

Stage Clear: Press 4786 to skip a level at any time.

Level Select: At the Main Menu, press 1, 3, 7, 9 simultaneously. Select mission 6, level 7, and mission 3, level 5 for levels.

Sound Test: Press the # key at the Id Faceball Screen.

Ammo and Keys: Press 4996 at any time.

John Needham; Dallas,TX

On the Id Ball Screen, press the # button on the pad.

You can now listen to the music from the many levels!

On the Option Screen press buttons 1, 3, 7, 9 simult.

You can select any mission, even the hidden ones!

Press buttons 4, 6, 6, 8 on the pad for God Mode.

Press 4, 9, 9, 6 on the pad for full ammo and keys!

Space Ace

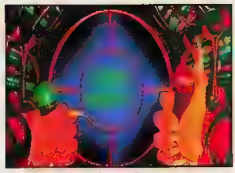
Philips CD-i	Ready Soft

Level Select

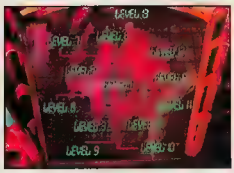
Activate the Level Select by pressing button two on the left four times, three times on button two on the right, and once on button two on the left.

POWER TRIP

This code is for Space Ace on the Philips CD-i. To activate the Level Select Option Screen wait until you have finished the game or have lost all of your lives. This screen is where you have a choice to play again (not the Pause Screen).



On the Continue Screen press the correct button sequence.



If done correctly, you will see the Level Select Screen!

Press button two on the left side four times, button two on the right three times, and button two on the left once.

Double Dribble: Playoff Edition

Genesis	Konami

Final Championship Game

At the Password Screen enter the code B01K2 Q2N to play the final championship game as Phoenix against San Antonio.

POWER TRIP

Check out this trick for Double Dribble: Playoff Edition. You can play as Phoenix against San Antonio in the final championship game. To do this, go to the Playoff Option and choose the Password Screen. Enter B01K2 Q2N. If done correctly you will see the playoff brackets for the playoffs!

Bryan Cermak;Union City,TN

Choose the Playoff Option and go to the Password Screen!

Enter the correct password at this screen to play as Phoenix!

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2 They make **great shades**
(no UV rays at all.)

3 You could build a **scale model** of Elvis.
(that's his dimple.)

get **true**
arcade action
at home
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CHEAT SHEET

Samurai Shodown
Takara of Japan/Game Boy
Three Secret Characters

This trick is used to access three secret characters in Samurai Shodown. To do this during the opening demo at the screen where Hanzo's eyes are shown in extreme close-up, hit SELECT three times quickly. Doing this adds Amakusa Shiro, Tokisada, Kikyaku (messenger), and Karoku (the hooded guy in red—the ninja guy).

Stunt Trax FX
Nintendo of Japan/Super Famicom
Diagonal Viewpoint

This trick can be done at any point in the game. To do this trick you must press the Top L and R buttons with SELECT at the same time. If done correctly you will have a new diagonally from the rear of the car. It's very rough to play at this angle, but it's kinda cool.

Art of Fighting
Takara of Japan/Mega Drive
Randy and Force Options

At the Sega logo press buttons A, B, B, A on controller one. Have the second player press start. Go to the Option Mode and if done correctly, you will see the Randy/Force text.

Stunt Race FX

Super NES	Nintendo

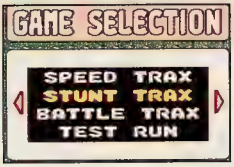
Play a new level

Choose "Stunt Trax" Mode. Race all four of the courses. After racing the four courses, push up on the Course Selection Screen until you see the "Radio Control" Option!

POWER TRIP

To do this trick, you must play "Stunt Trax" Mode and complete all four courses. After completing them, push UP at the Course Select Screen. If you completed the four tracks, you should see the Radio Control Option!

Curtis Naus; Westgrove, PA



Choose "Stunt Trax" from the Game Selection Screen.

Finish all four of the races in the "Stunt Trax" game.

After the four tracks, push UP to the "Radio Control" Option!

You can play a total of four radio control courses!

Stunt Race FX

Super NES	Nintendo

Speed Boost Power-Up

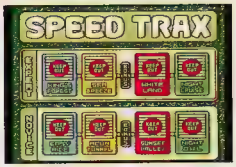
On the Night Cruise Track, hit the wall under the Starfox billboard. On turn four, go on either the left or right side of the median without hitting it. Starfox will fly overhead and give you a Power-Up!

POWER TRIP

This trick can only be done on Night Cruise track on the Expert Level. On any of the turns, there is a Starfox billboard. Hit the wall under the billboard. On turn four there is a median dividing the road into two. Drive on either the left or right of the median.

Don't hit the median or side wall. If done correctly, Fox McCloud will fly overhead and drop a power-up. Make sure you are under Fox McCloud to receive the boost power-up!

Dan Shimko; Pasadena, CA



Choose Expert Level on the Speed Trax Level Select Menu.

Hit the Starfox billboard to see Fox McCloud fly overhead!

Make sure you are under Starfox to get the power-up!

Dune

Genesis	Virgin

Level Passwords

These passwords will allow you to access any of the nine levels of the three houses in the game Dune.

POWER TRIP

At the Title Screen choose Options from the menu.

On the Option Screen move the cursor down to "enter password."

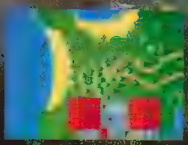
Level	Atreides	Harkonnen	Ordos
2.	DIPLOMATIC	DEMOLITION	DOMINATION
3.	SPICEDANCE	SPICESATYR	SPICESABRE
4.	ETERNALSUN	BURNINGSUN	ARRAKISSUN
5.	DEFTHUNTER	DARKHUNTER	COLDHUNTER
6.	FAIRMENTAT	EVILMENTAT	WILYMENTAT
7.	ASHLIKENNY	ITSJOEBWAN	SLYMELANIE
8.	SONICBLAST	DEVASTATOR	STEALTHWAR
9.	DUNERUNNER	DEATHRULER	POWERCRUSH

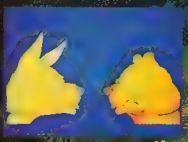
Brian McNeil;Klamath Falls,OR.

Enter the password for the level you wish to play!

BRUTAL

Paws of Fury





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CHEAT SHEET

TMNT: Tournament Fighters
Konami of Japan/Mega Drive

Super Power Moves

The moves can only be triggered when the life meter is low and the gauge is flashing (like SNK games). They are devastating and can chew up approximately a third to a half of the opponent's energy. Use the following commands for clocking your foe with a grand slam sayonara homer! The codes are for when the character is facing right.

Leonardo: L, R, RD, D, LD, +C

Michelangelo: R, L, LD, D, +C

Donatello: R, L, LD, D, +C

Raphael: L, R, RD, D, LD, +C

Casey Jones: Within throwing distance, L, LD, D, RD, R, +C

Ray Fillet: L, R, RD, D, LD, +C

April O'Neil: Within throwing distance, L, LD, D, RD, R, +C

Musya Beetle: L, R, RD, D, LD, +C

Virtua Racing
Sega of Japan/Mega Drive

Race Against Time

Begin any race and then press A, B, and C on controller one. If done correctly you will see the Result Screen. Then go to Two-Player Vs. Mode and you can race against the times and try to place first!

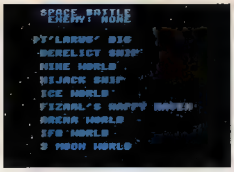
Star Trek: TNG

Super NES | **Spectrum Holobyte**

Level Select

When at the Title Screen, press Y, Y, X, X, A, A, B, B. If done correctly, you'll hear a tone confirming the trick was right. Doing this gives you the Level Select!

At the Title Screen, press Y, Y, X, X, A, A, B, B, and listen for the chime!



After pausing the game and pressing Y, you'll access this screen!

In this game there is a Level Select Screen. To access this, you must wait for the Title Screen to appear. At the Title Screen, press buttons Y, Y, X, X, A, A, B, B, and listen for the chime. Start a regular game. At any point, you can pause the game and press button Y. If done correctly, the Level Select will appear!

Stephen Forsyth; Royersford, PA

Daffy Duck: Marvin Missions

Super NES | **Sunsoft**

Extra Lives

Begin a new game. When the screen reads, "Where there's duck there's fire" press LEFT, LEFT, RIGHT, RIGHT, UP, DOWN, Y, A, B, and X. You'll hear, "Mother!"

Press LEFT, LEFT, RIGHT, RIGHT, UP, DOWN, Y, A, B, X.

If done correctly, you will notice 50 lives in the top right corner!

To access the extra life code for Daffy Duck: Marvin Missions you must start the game. Wait for the screen that reads, "Where there's duck there's fire." On the control pad press LEFT, LEFT, RIGHT, RIGHT, UP, DOWN and buttons Y, A, B, X. If done correctly, you will hear Daffy Duck say, "Mother."

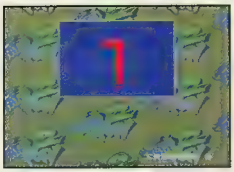
Peter Halpin; Altadena, CA

Fatal Fury 2

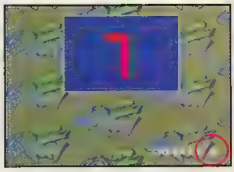
Genesis | **Takara**

Extra Continues

When you have lost a match and the Continue Screen counts down, increase your continues by pressing UP, A, and B at the same time. Doing this and pressing C will increase continues!



After losing the game, do the correct code to increase continues.



The code will let you get up to nine continues to help you beat the game!

This trick is for Fatal Fury 2 for the Sega Genesis. After your game is over and when the Continue Screen is counting down, you can increase your continues up to nine by pressing UP, A, and B simultaneously. At the same time, press button C for every extra continue you need. This trick will definitely help you if you are have trouble beating the game!

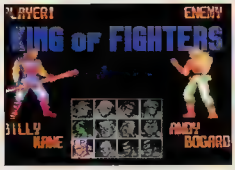
Fatal Fury 2

Genesis | **Takara**

Play as the Bosses

On the Character Selection Screen put your '1P' icon on the second row of characters. Hold down on the direction pad, press START. Play as the Bosses!

Put the "1P" icon on the bottom row of characters!



Push down on the direction pad and start at the same time!

To do the trick for Fatal Fury 2, you must play the One-player Mode. When on the Character Selection Screen, place the "1P" icon on the bottom row of characters. While on the bottom row, at the same time hold down on the directional pad and press the START button. If you did this correctly, the Boss will appear in a third row. You will be able to fight as a Boss!

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CHEAT SHEET

MOST WANTED TRICK

This month's Most Wanted Trick is for the awesome game Darkstalkers, the great new fighting game by Capcom. This hot new game is taking off in the arcade like a rocket. Although the game is somewhat similar to the popular Street Fighter 2 series (moves and all), rumor has it that there is a move for each character for a special fatality. That brings up the question, does anyone know any fatalities? Hopefully someone who has played this game for a length of time will know a fatality. If anyone knows of any fatalities, or even has knowledge of hidden characters for this great fighting game, please send in your tricks. Any information will be greatly appreciated. And by the way, please don't send in any bogus letters. If your tricks are good enough to make it, you'll get your name in print and a game for the system of your choice from your magazine of choice, *EGM*!

This game is great, but are there any fatalities?!

Spike McFang

Super NES	Bullet Proof

Second Player Joins In

At the Title Screen where it says, "Press Start," press DOWN, B, LEFT, B, UP, Y, RIGHT, Y.

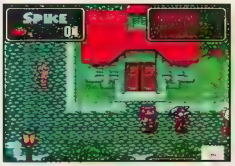
POWER TRIP

At the Title Screen take controller one and enter this code: DOWN, B, UP, Y, RIGHT, Y. You'll hear a chime if it worked. Now go through the castle and defeat the Boss Felina. When Rudy comes to your rescue, take controller two and you then control Rudy!

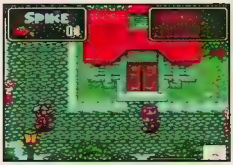
Kenta Tohara; New York, NY

At the Title Screen, do the trick with controller one. Press START.

After you're tricked and jailed, Rudy will come to the rescue!



Rudy will join you and you will go back to the town.



Take controller two and you can move Rudy around freely!

Saturday Night Slam Masters

Super NES	Capcom

Take Weapons Inside the Ring

In a single match, climb out of the ring and find an item on the floor. Go to the side of the ring, jump and throw it in.

POWER TRIP

Now you can take weapons inside the ring! To do this, climb out of the ring on any side. Find any item and go to the left or right side of the ring. Next jump, and in midair press the attack button to throw it in the ring!

Frank Boris; Lebanon, PA

When you're out of the ring, pick up an item like this table.

Move to the side of the ring and throw it into the ring.

The table will land inside the ring. Now climb back in.

Grab the table and bash him to take more energy off your foe!

Super Street Fighter II

Super NES	Capcom

Same Character Group Battle

Take controller two on the Battle Mode Select Screen and press the top L, R, L, R, L, R, R, L buttons. If done correctly, you will hear Vega's laugh!

POWER TRIP

Choose Group Battle from the Title Screen. On the Battle Mode Screen, take controller two and press the top L, R, L, R, L, R, R, L buttons. You'll hear Vega's laugh. Now you can choose eight of the same characters!

Josh Ladieu; Tamworth, NH

At this screen choose Battle Mode from the menu.

At the this screen press buttons L, R, L, R, L, R, R, L on top!

After hearing Vega's laugh, choose eight of the same players!

You can decide who is the best out of the characters you pick!

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Sylvester and Tweety in Cagey Capers

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Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.

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- Grab items found in the background to make difficult, but climbable stacks!

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NEXT WAVE

19 GAMES PREVIEWED!!!

MADDEN '95, BOBBY'S WORLD, KID KLEETS, BABY'S DAY OUT, CYBER CLASH BURNING SOLDIER, GUARDIAN WAR, MUTANT RAMPAGE, AXIS & ALLIES, STREET RACER, SUNDAY NIGHT NFL FOOTBALL, ESPN SPEED WORLD, NATIONAL HOCKEY NIGHT, LA RUSSA '95, MR. NUTZ, NHL '94, NBA LIVE '95, SINK OR SWIM, DUELIN' FIREMEN

LAST MINUTE UPDATE

Welcome back to the ever-popular Next Wave section. This month you'll be seeing lots of sports titles. It seems that all the companies are unleashing their games for 1995. This is great news if you love sports games.

Also in the news is the intro to Jurassic Park 2, by Ocean. I know I've previewed it already, but I was blown away. Voice & Cinemas? Wow!

Konami has some great news for us. They are translating the wonderful Dracula X for the Super NES. Believe me, it'll take a lot to beat this game in terms of fun. But guess what? Konami is also working on Castlevania 5! Yes, you heard it right. A brand new adventure for vampire fans.

If you enjoy role-playing games Square might be releasing Final Fantasy 5 (Released in Japan about two years ago...) under a different title. I hope they do, because it's a cool game with a giant world.

Oh well, I guess I'll start looking for more games to tell you about. If you ever want to know what the latest games around are, just check here.

Once a PC-Engine Super CD-ROM game, Dracula will be on the Super NES.

SPORTS

MADDEN '95

ELECTRONIC ARTS

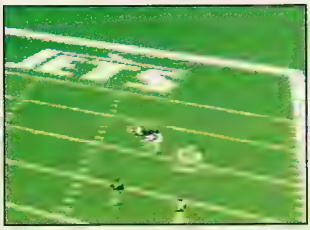
Ever since the first Madden game came out for the Genesis ages ago, this series has been recognized as the greatest football simulations ever. In order to keep up with the times, this latest update features all the current players, better graphics, more options than ever before, and improved play control.

More details and updated rosters enhance the realism of this already great cart. Your playbook is loaded with cool tactics to try, so no two games will ever be exactly the same.

This cart is perfect for fans of the original, and all of its sequels. If you thought the first ones were impressive, you haven't seen anything yet. What's neat is that we can probably expect an even better one next year. I can't wait!

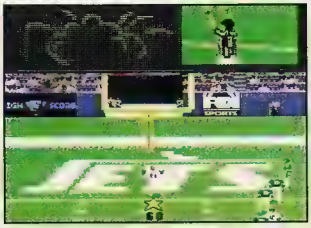
In Madden '95 players will get injured in many different ways. It's tough out there!

If you win the coin toss, try to receive first for an early lead.

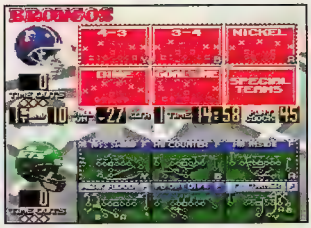


There are different views in Madden '95 to give it an ultimately realistic feel.

If you can get ahead of the defense, you'll have a clear path to the goal. Touchdowns are tough to get.



Go in for the extra point. Who knows, it might make a difference.



As in the previous games, this one has an enormous playbook to use.

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NEXT WAVE

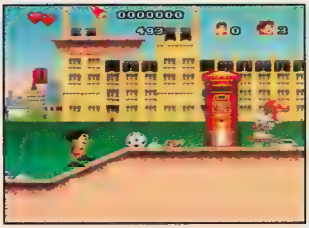
KID KLEETS

ACTION | OCEAN

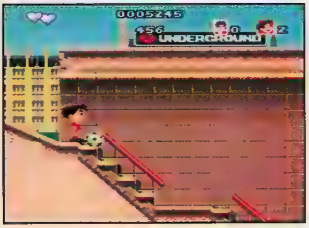
The World Cup has been stolen by aliens! However, they weren't all that good at flying their ship. As a result, the ship blew up, scattering pieces of the Cup around the world. Only one boy can put the World Cup back into one piece. It's Kid Kleets! Armed with his soccer ball, he must travel through dangerous locations around the planet.

He starts out in London, but soon he spans the globe with his awe-inspiring soccer skills.

Kid Kleets features fantastic graphics, lots of technique, and a lively soundtrack to boot. This game should be a pleaser for action fans. Kid Kleets looks like a great game.



Watch out for skateboarders and hulking thugs who like to attack you.



Try to avoid letting the ball roll down into the subway. It'll get stuck.

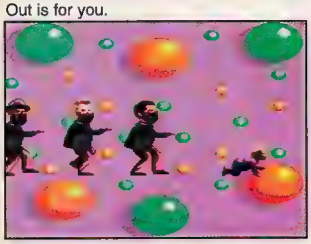
The older part of town has its own fair share of dangers for Kid Kleets.

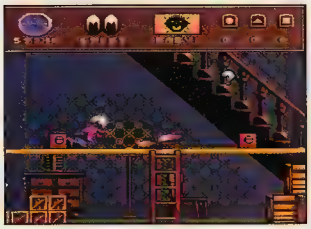
BABY'S DAY OUT

PUZZLE | HI TECH ENTERTAINMENT

Based on the movie that recently hit theatres, there is a brand new cart out for the Genesis. Baby's Day Out has a simple plot: the baby is on the loose and the bad guys are after him. As the baby's guardian angel, you must keep him out of trouble and out of the grasp of the mean kidnappers. The further you progress, the more you will come into contact with things that open gates, tell the baby to climb, and let you move through obstacles.

If you are into puzzlers, Baby's Day Out is for you.





Use the shoes to climb up ladders and find new places to explore.

Here's your basic form. You are a strange looking angel. It explains a lot, doesn't it?

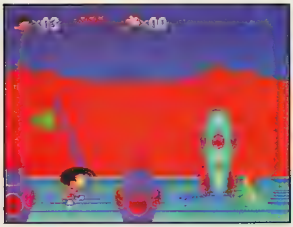
BOBBY'S WORLD

ACTION | HI TECH ENTERTAINMENT

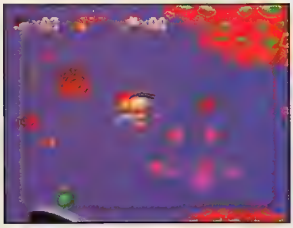
Bobby's not your average 3-year-old. In fact, you might say that he has an overactive imagination. Bobby's World is based on that hilarious Saturday morning cartoon.

Bobby's World is about an average day in the life of a kid who loves to live out his fantasies. One moment he might be taking on vicious aliens with comical results, or he might be shrunk to the size of an ant. When imagination's the limit, Bobby goes wild.

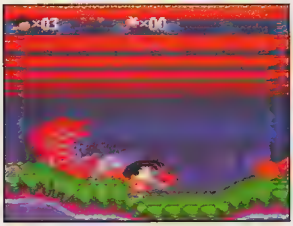
This is pretty much your standard side-scrolling action. The graphics are cartoon-like, and are just like the show. Not only for the Super NES, it's available on the Genesis format as well. If you enjoy the cartoon as much as I do, Bobby's World is sure to help you relive the show.



Bobby's stuck in outer space. He must find a way to get back home.



Space suit on, Bobby explores the vastness of outer space.



Now bug size, our hero must somehow regain his original form.

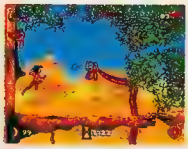
they've got claws they've got venom they've got teeth you've got BANANAS?

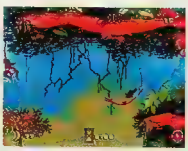
But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

Disney's

The Jungle Book





Virgin

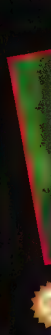
Disney Software

*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company, © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

BLACKTHORNE™

You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarlac and his foul forces of evil.

Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.



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LICENSED BY

He's Here To Take Out The Trash.
MY ENEMIES ARE MORE EVIL AND REPULSIVE THAN I EVER IMAGINED. THEY ARE BRUTAL, HIDEOUS CREATURES WHO DELIGHT IN BUTCHERING THE INNOCENT, THE UNARMED... MY PEOPLE. I GROW IMPATIENT TO AVENGE THE VICTIMS IN THIS HELLISH PLACE. THERE HAD BEEN MUCH BLOODSHED, BUT THE NIGHT IS YOUNG. AND IT'S TIME THEY MET BLACKTHORNE.
Kyle
Win a limited Print of the Blackthorne Art Work signed by Jim Lee the artist!
J'MLEE
See your local retailer for details.
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Interplay
Or don't play at all.
Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714

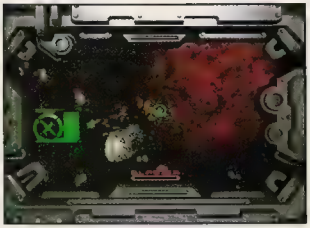
NEXT WAVE

BURNING SOLDIER

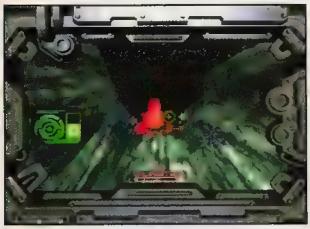
SHOOTER | PANASONIC

An alien presence has threatened mankind. It is now up to your strike force to take them down. Armed to the teeth, you must first fly into their armada in order to take it head on. Shoot through a fury of relentless enemies, and halt their major forces. Go down to the Earth, where more of the aliens dwell. Take back Tokyo from their evil grasp, or all will be lost. With artillery and swarms of insect-like mechs pelting you with everything they've got, it will take some quick reflexes on your part if you intend to survive.

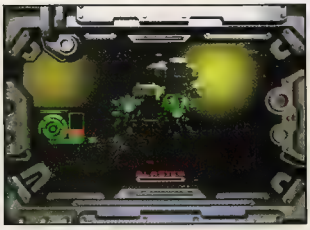
Burning Soldier is an awesome shooter that uses full-motion video to send you into a terrific adventure.



Blast the asteroids in your path while annihilating the alien drones.



The narrow trenches are loaded with firepower aimed directly at you.



If you can destroy the large ship, the enemy's war effort will be slowed.

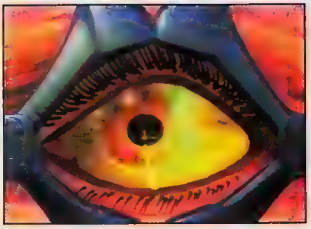
CYBER CLASH

ACTION | CRYSTAL DYNAMICS

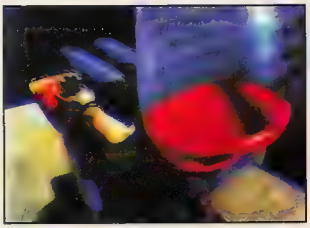
In the distant future, the national pastime is no longer baseball. Instead it is a game of arena combat within a virtual battlefield. Players must jack into a computer- created world via an implant in their eyes. Then the game begins...

In Cyber Clash there are three groups: the Chinese, the Egyptian, and the Norse teams. Each team has its own distinctive forms and abilities. The players are called Triads, and each player can morph into one of three forms during the course of the battle. Some are slow, with heavy firepower, while others are quick and weak.

While you navigate around the 3-D, fully-rendered arena, you will be able to utilize special moves and try combos. To add more game play to this cart, two players can take each other on with the split screen. There are 20 levels in the basic story game, and 30 in the Two-Player Mode. Cyber Clash is still early but we'll be showing more of this cool title as it becomes available.



When you get jacked into the virtual reality device, it connects to your eyes.



To get into the arena, all you have to do is relax in the chair. Are you ready for this?

GUARDIAN WAR

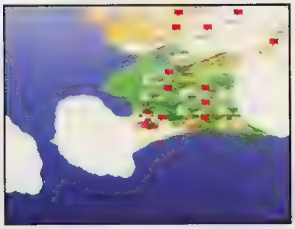
RPG | PANASONIC

You play as a Pumpkin, a guardian of peace-loving people who have been put into a long slumber by the evil Azrael. Now you must awaken them from their sleep by traveling across the land, and defeating the armies of evil. If you discover the hidden shrines, you can find some adventurers who are willing to serve alongside you.

The battle scenes are via rendered graphics, and you can move around in a 3-D world. Use spectacular magic, and awesome weapons to whittle away the forces of darkness.

Guardian War is a great RPG for the 3DO. Because it's also the first one, it's interesting to see this genre go 32-Bit. Guardian War is addictive, in both game play and story.

Once you are sent on your journey, you will be in for a great adventure.



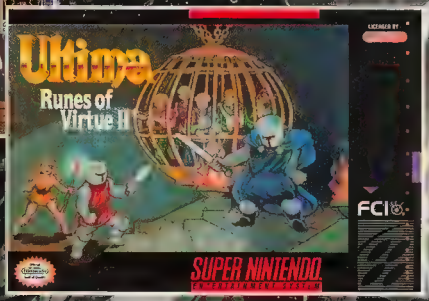
Here's a map of the world. Explore it the best you can and free your people.

The battle scenes look impressive, especially when you use magic.

The ultimate game returns!

TWO WAYS TO RUNE YOUR DAY

Play Ultima® Runes of Virtue II on Game Boy & Super NES!



Following the success of the original Runes of Virtue comes this exciting new game based on the previous Ultima® programming and technology. You're back in Britannia where the Black Knight has abducted the mayor, Lord Tholden. Choose your Ultima character: Shamino wields his axe, Iolo the bard fires his long bow, Mariah the mage employs her magical Wand of Fireballs, and the armored knight Dupre carries a sword. Battle bats, rats, goblins, trolls, Cyclopes and skeletons. Build up your strength, dexterity, intelligence and wisdom as you explore Britannia and free Lord Tholden. It's the ultimate challenge in the world of Ultima! Get Ultima Runes of Virtue II for Game Boy or Super NES. Better yet, get them both, you so can bring Ultima adventure with you wherever you go!

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FCI®
Not Just Kid Stuff

Litil Divil

Meet Mutt. He's grouchy. He's grumpy. But hey, let's face it, a little time in the underworld can make anyone a little edgy. And now Mutt has a problem. You see, he was chosen to get the Mystical Pizza of Plenty for his friends. And with all due respect to the eternally damned, the service in the underworld really sucks. In "Litil Divil," you can help Mutt as he makes his way through five soul-repenting levels in the Labyrinth of Chaos. Along the way you'll encounter gigantic spiders, demonic fish, and a few other things your priest never warned you about. All in a search for a double pepperoni with cheese. A few hours with Mutt, and you'll really appreciate that 30-minute-free-delivery thing.

PHILIPS MEDIA

PC CD-ROM — CD-i — PC FLOPPY

Optional Digital Video Cartridge required for CD-i. Litil Divil™ © 1993 Gremlin Graphics Software Limited. We apologize to anyone whose name actually is Mutt or, for that matter, any fire-spitting demons we may have offended. © 1994 Philips Media. All rights reserved.

NEXT WAVE

MUTANT RAMPAGE

ACTION | **PHILIPS**

If you own a CD-i and like slugfests of every shape and size, here's one that can satisfy your beast-like instincts. It's called Mutant Rampage, and it gives you a selection of three groups of opponents, each with their own mutations and fighting abilities. You have three warriors yourself, and they have their fair share of death-dealing blows. Between stages, there is a nasty-looking announcer who likes to egg you on.

This bestial announcer is the host of the game. Watch our for his wisecracks.

If you want a little action on your CD-i, Mutant Rampage will be more than enough for you to handle. The graphics are good, and the video is clean. The audio is CD-i quality, and it plays well, too. This would be great for CD-i owners.

Pick from three teams of warriors to fight with in Mutant Rampage.

Lots of side-scrolling fighting action awaits you in the Danger Zone.

AXIS & ALLIES

SIM. | **PHILIPS**

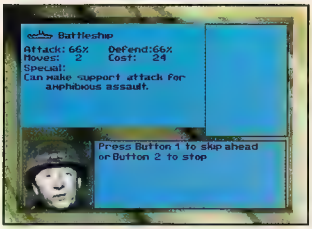
It is the time of World War II, and the European theatre is torn in vicious conflicts for territory. Unlike real history, you can choose who is your ally, and who is your foe.

Depending on the side you are on, you will have various advantages and disadvantages. These will become apparent the longer you play. This is not an easy game to step into. A lot of thinking and strategy is involved. Fortunately, this game has the rules built into it, so you won't be stuck.

Plan your attacks, and ready your forces. When the time for battle comes, your forces will clash. There may be fronts on a beachhead somewhere in France, or terrible battles at sea near Japan. All aspects for WWII are here at your disposal.

Axis & Allies is for the action lover. There are lots of different strategies to master. Proper use of your armies is essential if you are to succeed. Here's your chance to relive history.

Here's the Battle Screen, complete with footage from the actual wars.



You have the option of checking out what each unit can do in the course of battle.

THE MAGNAVOX 450 CD-i.

NOW $299.99*

Now you can experience all the thrills of CD-i without having to sacrifice a lot of dead presidents. Just buy the Magnavox 450 CD-i, starting at $299.99,* and you'll be able to torment your nervous system with hundreds of interactive games, audio CDs, photo CDs, and movies. Plus, each 450 CD-i comes packed with Compton's Encyclopedia and 2-player International Tennis Open (that's a $200 value, free). So, pick up the Magnavox 450 CD-i. Because just sitting there coveting it can't be good for the soul.

CD-i

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NEXT WAVE

ACTION	STREET RACER
	UBI SOFT

Forget wimpy F-1 racing games, because Street Racer is here! It's an action-packed racer with eight different racers, plenty of tracks, multiple ways to play, and more. Each character has his/her own theme track. For example, Helmut, the pilot's course, takes place on and around an airstrip. Frank is at home at the graveyard, while Surf is at home on the beach.

Hop from beach to beach while racing through the surf.

Each of the racers has special abilities. For example, Hadja can shock foes, while Sumo can slap everyone aside. The many tracks are twisted and convoluted, plus each offers unique challenges to even the most hardened player.

Try to drive over the icons strewn across the track. They'll power you up.

A nice, fast-paced race through a darkened city keeps you on your toes.

What makes Street Racer even more impressive is the fact that you can have up to four players at one time! UBI Soft has made Street Racer one of the most action-intense racers for the Super Nintendo.

Try doing power-slides around corners to fly past the opposition.

If you're good, you'll see this screen often. Can you win the tournament?

FOUR PLAYERS

Here's a first. Now you and three friends can race together in an intense heat. This is a real treat. Multiplayer games are always fun.

SUB-GAMES

In the Rumble Mode, try to knock the other cars off of the track.

You can even play a game of soccer. It's a very unique concept for racing games.

Hadja

A crazed old Djinn with lots of speed.

Frank

He's a haunting golem on the track.

Suzulu

Suzulu is a deadly tribal warrior.

Biff

Biff is a real slugger to watch out for.

Raphael

A man with a real kick'n sound setup.

Surf

A beach lady with a love for wheels.

Helmut

Helmut is an old pilot who loves to fly.

Sumo San

This heavy guy really slaps his foes.

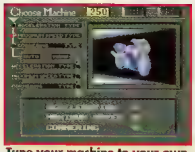
REV ON THE RED LINE.

From the moment the clutch engages and your V-twin roars off the line, you'll feel your pulse begin to accelerate.

Through the straight-away in a heartbeat, you attack the first chicane at 190 mph. Sporting a serious 45-degree lean, one knee kissing the tarmac, the other hugging your seat, you blow past your fellow rocketeers in a dizzying smear of leather and steel.

And in a rare moment of extreme clarity, you become one with the bike...

Suzuka 8 Hours. Not for the faint of heart.



Tune your machine to your own specifications, from class to color, tranny type to handling ability.

Linear and precise controls means your bike executes rider input instantly—one mistake and SPLAT!!!

Redline your pulse against a buddy in an 8-hour tour of Japan's most renowned race track.

Suzuka 8 hours™

SUPER NINTENDO

namco®

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STOP PLAYING GAMES. GET

Panasonic presents the R·E·A·L™ 3DO™ Interactive Multiplayer™. More powerful, more colorful, more versatile than ordinary systems.

A 3DO EXPERIENCE.

Warning. You may experience motion sickness. Be advised. Your heart rate may exceed normal levels. Caution. Play at your own risk. Hey, we're talking the R·E·A·L 3DO system, baby. The most intense, realistic system currently known to man. We're talking up to 50 times more power than ordinary PCs and video game systems. Photo realistic picture quality with up to 16 million colors. Custom multi media architecture that takes interactivity to a whole new dimension. The R·E·A·L 3DO system even plays audio CDs, photo CDs and soon video CDs.* This is the one system that makes it all feel real.

Dozens of mind-blowing titles and more are on their way.

Don't believe us? Pop in one of dozens of 3DO titles. Like Road Rash™. Whoa! What's this! Suddenly, you're on a high-tech motorcycle. As you speed through the squalor of decaying cities, you spot him. Too late. Instantly, some bozo is in your face. Bang! He nails you. You're sliding down the street and finally your rash-covered body comes to a halt. You dust yourself off, get back on your bike, and the nightmare continues. If this game was any more real, you'd have motorcycle tracks on your back.

So stop playing games. Start playing for real. To connect with the dealer nearest you, call: **1-800-REAL-3DO EXT. 123.**

* With optional adapter

3DO

REAL.

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just slightly ahead of our time.®

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NEXT WAVE

SPORTS

ESPN SUNDAY NIGHT NFL

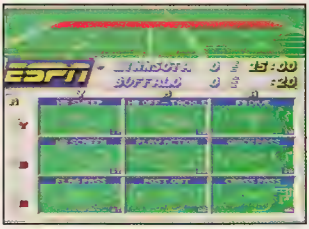
SONY IMAGESOFT

Heads up armchair athletes! Sony Imagesoft is roaring up the sports scene with a whole slew of sports carts for the Genesis and Super NES. Among these titles is ESPN Sunday Night NFL.

This game offers players some of the most realistic football action seen on the small screen. The graphics are crisp and clear, plus the attention to detail is fantastic. For strategists, there are dozens of plays to choose from in your playbook.

Look for openings between defenders, and try to slip past them.

With all the action in the cart, it might be hard to keep from tackling your TV. This game would be a step in the right direction if you like hard-hitting sports action. There's nothing like going in for a long bomb.



Like any good football game, this one has plenty of plays for you to choose from.

You'd better plan your strategy carefully, otherwise you will end up losing.

SPORTS

ESPN NATIONAL HOCKEY NIGHT

SONY IMAGESOFT

ESPN National Hockey Night is Sony Imagesoft's latest attempt to bring out sports titles. This game of hockey is good. The graphics are great, and the game plays quickly, just like the real thing. It's so realistic, you'll feel the chill of the ice.

Sony Imagesoft has packed this game with the best of the features found in similar games. Slap the puck across the rink, and bash an opponent right into a wall. The best part about it is that you'll have of all your teeth afterward! ESPN National Hockey Night looks impressive.

Like most sports games, the beginning has a lot to do with the end.

It takes good stick control and speed to get the puck past the goalie.

RACING

ESPN SPEED WORLD

SONY IMAGESOFT

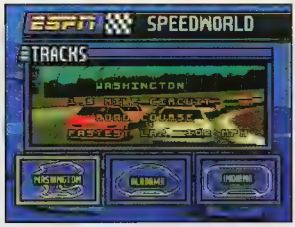
Have you ever wanted to gun a lightning fast car down a straight-away, and blow past the competition in a heart-pounding race?

Well Sony Imagesoft has a new cart called ESPN Speed World, and it brings the world of racing alive. Take your car to the track (after modifying it to your heart's content), and try to qualify for the race. If you can master control over your vehicle, you just might win. If you can't, you'll end up in last place.

ESPN Speed World may not have all the fancy graphics of 32-Bit games, but that doesn't mean the Genesis can't handle a good racing sim. This cart should please racing fans with its intricacies. How do you think you'll do in ESPN Speed World?

During the heat, you must navigate past other cars on the track.

In ESPN Speed World, you can modify your car for peak performance.



Speed World offers tracks all around the USA. Each one is tough to beat.

GRIDDERS

A 3DO EXPERIENCE

Because these blocks spell doom.
They're Gridders, and they make this the most unique adventure/puzzle game for 3DO.

REMEMBER YOUR FIRST SET OF BLOCKS?

Enter the mysterious Gridders Corporation factory, a true interactive 3D world you control. Manipulate the tumbling 3D automatons on 36 dangerous grid levels. Each with multiple solutions, each more challenging than the last. You must encounter deadly "technocutioners" and other agents of evil. Find and employ life-saving objects.

Listen to your bionic blood-hound Fidex.™ And learn how to use unusual devices. All in a relentless quest for a diabolical secret. CD quality music and dramatic animated sequences intensify this vivid, screen-popping 3D experience. Gridders is a test of guts and gray matter. One wrong move and you'll have to be scraped off the block with a shovel.

THIS MAY BE YOUR LAST.

3DO

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Tetragon™

NEXT WAVE

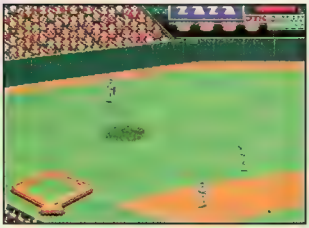
TONY LA RUSSA BASEBALL '95

SPORTS | ELECTRONIC ARTS

While it may no longer be the most popular sport around, it's still a lot of fun to play. Yes, Electronic Arts has made another sports title. This time they're re-creating America's pastime with stunning results.

Tony La Russa Baseball '95 uses real players, and has an authentic feel. The graphics and audio enhance the feeling of being at the park, and the control puts you right into the middle of the action.

This is yet another game of baseball that armchair athletes will enjoy. With Electronic Arts behind it, you can be sure that it's going to be true to life. What more can you ask for?



When fielding you get a huge view of the field in order to see everything.

Batting is done from a strange perspective. It'll take getting used to.

This game has all the players from the real game. It's perfect for fans.

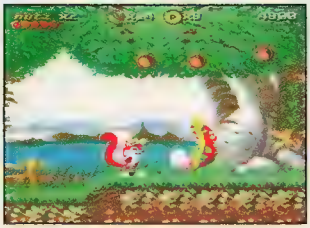
MR NUTZ

ACTION | OCEAN

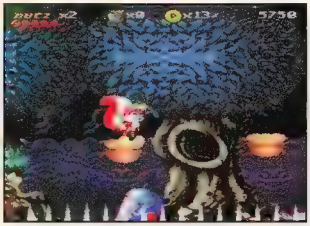
Ocean has a brand-new action game for the Super NES that features an adorable squirrel-like character who must collect nuts as he progresses through the woodlands.

Mr. Nutz has a long journey ahead of him. He must get past swarms of killer fruit, squirrel-eating plants, and spiders. There is also a variety of natural hazards that must be defeated along the way.

Mr. Nutz is a simple action game that has all the indicators of a well though out game. The graphics and sounds round out this cool game.



Beware of the giant sized Venus's-fly trap looking for a squirrely snack.



Make sure you look before you leap, or your squirrel will be impaled on spikes!

NHL '95

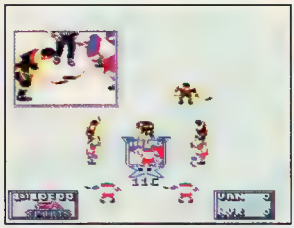
SPORTS | ELECTRONIC ARTS

Continuing the saga of their line of hockey games, Electronic Arts is in the process of releasing NHL '95. Using all of the great features you've come to know from the first few games, this cart is the most up-to-date hockey game around.

NHL '95 has everything you could want from a hockey game. From real players to lots of options, you'll find it here.

The graphics are of the same high caliber as those of earlier incarnations. The sounds have once again been improved, and it looks like the same is going to happen next year.

If you've become addicted to this line of games, I recommend NHL '95. I can't wait to see what they do next!



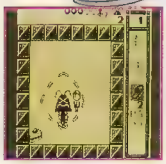
Here it is: the face-off. This is where the game begins. Make the best of it.

You're almost there. Pass the puck around, and see if you can score.

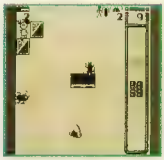
NHL '95 is an extremely realistic game of hockey—with real players!

Finally, A Game With the Right Kind of Bugs!

STOP THAT ROACH!



Smash'em with a slipper



Set a trap roaches can't escape from

There's always a chance a video game will make it to market with bugs. In Koei's newest Game Boy title — **Stop That Roach** — we're making sure our game has lots of bugs (roaches, that is). As either Ken or Lilly, it's your job to battle those nasty critters that have invaded your kitchen and are eating all your snacks.

Pick up the nearest household item, be it a broom or bedroom slipper and smash the bugs flat. But watch out, these roaches have a serious attitude and aren't afraid to fight back! Once you have corrailed a group of roaches, lure them into a trap or eliminate them using bug spray. In all, the roaches have 100 different strategies for getting past you and at the food. What are you waiting for? Arm yourself and enter the kitchen swinging. We guarantee you'll find bugs!

Victory is sweet!

- **100 challenging puzzles to solve**
- **Battle roaches as either Ken or Lilly**
- **Draw from an arsenal of items including a broom, bedroom slipper and roach trap to combat these pesky bugs**
- **Beware of roaches that bite**
- **Password option allows you to play puzzles you've already solved**
- **Get helpful hints to plan your next move**

KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540
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Available for Game Boy.

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GAME BOY

LICENSED BY Nintendo

NEXT WAVE

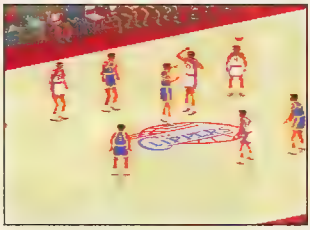
NBA LIVE '95

SPORTS | ELECTRONIC ARTS

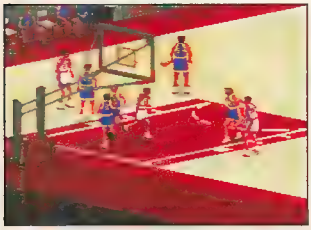
Electronic Arts has been known for their excellent sports games for a long time. NBA Live '95 is a whole new game of basketball for the Super NES. Instead of going for the simple NBA Jam approach, this cart has a lot of complex features that make for a highly realistic game.

Real names and real teams are what you'll find here. This cart gives you everything but stats. The game play is also very impressive. And the graphics are full of eye candy, too.

If you are a hard-core sports fan, Electronic Arts has made another winner. And ... it's completely original. I highly recommend this one folks.



Try to get the ball at the face-off. An early lead is something to strive for.



Try to use a high-pressure defense to keep the opposition away.

A fast sweep toward the basket will sometimes confuse the other team.

SINK OR SWIM

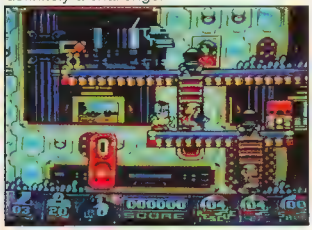
PUZZLE | TITUS

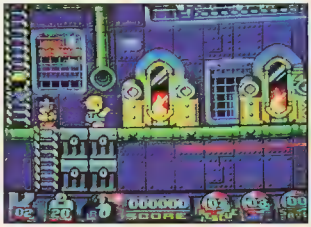
Think you're good at puzzle games? Blown through Lemmings? Melted your Tetris? Well, Titus has a brand-new puzzler with a cartoon-like twist.

It seems that a huge ocean liner is sinking, and you must somehow evacuate as many of the hapless passengers as possible. Like most tourists, they are quite stupid, and without you, they will certainly meet their doom. Use a variety of tools to rescue them. You'll have to figure out how to get out of the ship.

If you like puzzlers, Sink or Swim is definitely a challenge.

Can you rescue all the people from the rapidly sinking ocean liner?





Try to find out what your options are before they move things.

DUELIN' FIREMEN

MISC | RUNANDGUN!

It was the hottest day of the year 1995, when the President's plane, Air Force One, collided over Chicago with a Space Shuttle. The resulting explosion takes out the Sears Tower, and the city goes up in flames.

Where is the Fire Brigade when you need them? Why they're having a good ol' time competing with one another in a hootenanny that's sure to rock the house. Travel from safehouse to safehouse trying to win over fans with your insanely choreographed dance numbers, and compete against the other fire brigade. What's more, Japan's biggest recording label has gotten word of the musical genius going down, and they've decided to sign up the best team. Duelin' Firemen is certainly a peculiar game.

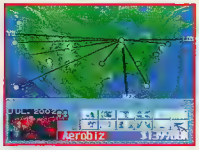
Use your cast of stars to bring your dance numbers to life.

Chief Cap'n is one of the many wacky characters you'll meet in this game.

Chief Crispy is the leader of the rival fire brigade, and he's got talent.

IN AEROBIZ SUPERSONIC, EVERYTHING'S BETTER BUT THE FOOD!

It's the beginning of the 21st century and competition in the airline industry is heating up. Lower fares, better service and improved flight schedules fuel the war in the skies.



SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES

PURCHASE STATE-OF-THE-ART SUPERSONIC AIRCRAFT

REVIEW AIRLINES SERVICES AT DESTINATION CITIES

As a young ambitious CEO, it's up to you to make sure your airline is a survivor and not just another casualty. To succeed, you will have to make some tough decisions including where to fly, what aircraft to purchase and how to attract visitors to the cities you service. Your goal: to differentiate your airline from the rest while still turning a profit.

In Aerobiz Supersonic, fashion a powerful fleet of aircraft from more that 50 possible choices, organize routes to 89 global destinations and invest your profits in a variety of new services including amusement parks, ski resorts and airport shuttle services.

And don't forget, as CEO your still responsible for things like plane maintenance, advertising and handling those periodic emergencies such as a plane crash or employee strike. Get ready to make some tough decisions! And now that you're CEO, try doing something about the food!

- *Offer air service to over 80 major & minor cities around the globe*
- *Select from 4 eras in aviation history including two futuristic scenarios*
- *Purchase from an extensive list of aircraft, including historical, fictitious & supersonic airplanes*
- *Diversify your airline through business ventures such as golf courses, ski resorts & shuttle services*
- *One to four player fun*

KOEI

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Sega Genesis unit pictured above not yet tested

SUPER NINTENDO

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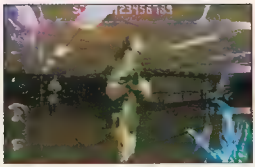
YOU CAN BE THE ALIEN.

Lunch. Toast. Dogmeat. *You're* on the menu. The Alien eats you from the inside out. The Predator's razor-like mouth parts go for the crust.

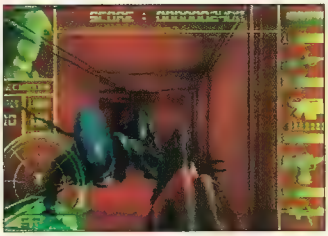
ALIEN

It's one thing to be low man on the food chain in a 16 or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.

THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to his acid-spitting. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too Bad. Tell your therapist.

ATARI® MADE IN THE USA

Game tips and hints: **1-900-737-ATARI** 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, and Jaguar are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

YOU CAN BE THE PREDATOR.

OR YOU CAN BE LUNCH.

PREDATOR Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping – *the better to see you.* Huge sound-sampling –*the better to hear you.* And unparalleled animation – *the better to come out of nowhere and eat you.* In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.

THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.

THE PREDATOR CAN SEE WHAT YOU CAN'T Stay out of his view. Too many x-rays can be bad for you.

MARINE? SOLDIER-ON-A-STICK IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR™ 64-BIT DO+THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

INTERNATIONAL NEWS

By Nob

Hello from Tokyo from the incredible melting man. (Japan's in the midst of a long, hot, dry spell with the temp. topping 100°F for weeks). But if the weather's hot, so's the gaming industry. It's time to bang a gong and get it on!

The big news is the game Chrono Trigger, a new SFC RPG by Square. The people involved are all heavyweights. Yuji Horii, the scenario writer and game designer of Enix's Dragon Quest (Dragon Warrior), and Akira Toriyama, the huge manga artist responsible for Dragon Ball Z and the character designs of Dragon Quest, join Hironobu Sakaguchi, the producer behind Final Fantasy. In other words, the creative wizards behind Japan's two top RPG series have joined to conjure up Chrono Trigger.

Got tons of games for you too, with many spilling over into *EGM* for lack of space here. Check out Konami's SFC Goemon 3 and Namco's addictive Libble Rable in *EGM* #63!

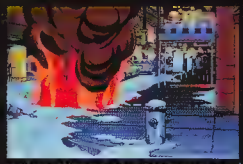
A total of 21 voice actors were used for recording speech covering an amazing eight hours altogether!

POLICENAUTS* IS ANNOUNCED FOR THE JAPANESE 3DO!

Konami's first 3DO title is a wicked interactive adventure in the same mold as the fantastic Snatcher (Coming soon to Sega CD). (We incorrectly identified this game as Spacenauts in *EGM* #61, sorry for our slip up.)

Policenauts is a huge epic that was in planning for four years and spent another two in development. Close to 100 tunes have also been programmed in, which shows that a lot of heart went into this game!

The story starts in the year 2010 where Beyond Coast has been completed (the first outer space colony). To protect the safety of the colonists, five police officers, the Policenauts are chosen. One officer, Jonathan Ingram goes MIA while on a mission to be discovered in cold sleep 25 years later. On Earth, bitter and boozing his days away as a third rate private eye, Ingram is visited by his former wife who is later killed in front of him. Against his will, Ingram becomes embroiled in a spiraling web of intrigue, murder, and conspiracy that reaches into space.



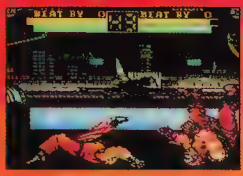
Games like this are what's needed to get the 3DO really rolling. Here's hoping Konami will follow up with more games of this caliber.

ART OF FIGHTING 2 READY TO TAKE ON THE SFC!

Yow, SNK's latest arcade brawl-a-thon is already in preparation for SFC by Saurus, who programmed WH2 for the Super Famicom. Clocking in at a Jack Turner hefty 32-Megabits, this should closely capture the heavyweight Neo hit. Like the SNK original, you get 12 fighters including the four new characters. From the first game, eight fighters excluding two of the originals return. It is also highly speculated that Geese Howard will be present as a secret character. (After all, Takara's Fatal Fury Special had a trick for using Ryo Sakazaki.)

The zoom feature, that helped make the Neo version unique, has been faithfully reproduced. Making full use of the large memory, the SFC version even uses the same sampled speech as the Neo. A new Vs. Mode should be present, so fighting fans—be prepared with your wallets!

The latest Neo conversion looks quite promising!



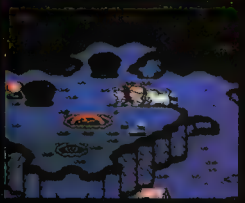
*The pictures of Policenauts were taken from the PC-98 version. The 3DO version would be practically identical when transferred onto the 3DO.

NINTENDO GIVES THE FINAL WORD ON MOTHER 2 RELEASE

Five years after its original FC version, Nintendo's first SFC text command RPG is here!

Graphically the game is very unassuming, but the rich story and overall movie-like design more than compensate. It shows what a long gestation period can do for a game. Let's hope that the big N of America will translate this intricate masterpiece for the U.S. shores.

Involving a very intricate plot, M2 is more like a long movie.



TREASURE'S NEW GAME!

Alien Soldier is the latest title that will be appearing in the library of Treasure's successful lineup of Mega Drive titles, possessing a darker theme. You are a hybrid bird/man warrior out to defeat a slew of aliens. Be prepared for lots of action and a lot more of those loveable multi-sized Treasure Bosses!

THREE EXCLUSIVE CHARACTERS IN SFC SUPER PARODIUS!

Konami has just released the news that there will be three characters added to the list of wacky goofs you will be able to play as in SFC Parodius, and they sure do look familiar! The new faces are Goemon (from legend of the Mystical Ninja), Kid Dracula, and Opah-Opah, a little flying baby that appeared in a shooter for FC disk way back in 1988!

The new characters will be added to the final version.

EAST MEETS WEST

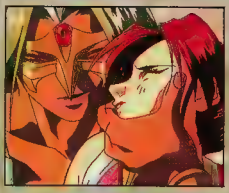
"TRANSLATION IS MURDER!"

There's so much to talk about here, that we had to shrink the text a bit! When we're dealing with international games, for obvious reasons, the original names of games, characters, moves, and so on have to be translated. This opens up a nasty can of worms.

With games, it's bad enough when names written in acceptable English are changed to begin with, like Bare Knuckle (Streets of Rage) and Samurai Spirits (Shodown). But things get really bad when you come across Japanese titles like Fists of Dragon Tiger (Right). This is a major problem when we preview some Japanese games, so please bear with us if we make colossal bozos of ourselves. Even worse are power moves in fighting games. For example, how do you translate hadoken? It directly translates to 'Moving wave punch', but that doesn't sound so hot? Or try Honda's 100 hand slaps. The Japanese version is '100 violent punches' which is still strange, but true—he isn't slapping! He's actually delivering punches with the heels of his palms (which does more than bruise, it can easily break a jaw!). Many of Virtua Fighter's characters attain the ultimate in weirdness with descriptions like 'suiken = drunken fists, a technique derived from koken = tiger fists which belongs to the Shaolin Temple school of martial arts'. Yeah, okay .. *That's* when I reach for my revolver.

Have you ever heard of a game called Fists of Dragon Tiger?

In America, the same game is commonly called Art of Fighting!



FATAL FURY: THE MOTION PICTURE

Riding on the success of two TV anime specials, Fatal Fury made it to the big screen in Japan. The film was directed by Masami Ohbari who also designed all the characters for the entire series. The stars are the Bogard boys, of course, Joe Higashi, and Mai. The foursome befriends Sulia, a mysterious girl fleeing from her twin brother Laocone who is gathering six legendary pieces of armor with devastating supernatural powers to rain destruction on the human race. In their race to stop Laocone's insane quest, the band must overcome his three savage sidekicks.

There are plenty of overblown chopsocky scenes complete with improbable explosions from power moves. There's also a touch of romance, and even a shower scene utilizing Mai's enormous acting talents. Lots of the FF regulars are also in the film, like Big Bear, Billy Kane, plus Richard Meyer and Hwai Jai from FF1, too! Stay tuned, Samurai Spirits anime has been announced!

Old rivals will return in addition to new enemies.

JAPAN

MEGA DRIVE

FACT FILE

PULSEMAN
BY SEGA OF JAPAN

THEME	ACTION
MEGABITS	16
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	7+
CHALLENGE	EASY

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☑
- Sound/BGM Test ☑
- Password ☐
- Battery Back-Up ☐

Notes: You can choose game levels at the start of the game.

EAT ELECTRIC PULSES OF DEATH!

Well, it's not actually that gruesome. Pulseman can only be described as the perfect cross between Sonic and Mega Man. Being a fan of both, this one was a really original blend of styles. P-Man has a lot of technique, providing a lot of diversity. The ideas behind this game and all of the intricate touches (like the full-vocal news broadcast at the end of Level One) were really original. However, all these bangs and whistles didn't do much for the game play. This cart was far too easy, and the levels were, well, really boring. Either that—or just an eyesore that kept repeating strange swirly digital backgrounds and transparent foregrounds. If you need a direct quote about this game, here it is: "The ideas and concepts behind the game and story are good, but it really lacks game play and even a bit of spirit."

- Mike Vallas

Choosing your game level

Like Mega Man, you can choose which level to try to beat.

Entering the Network Levels

To enter the Network World, find these signs and touch them.

An evolving game story

In actual speech, this reporter tells of Pulseman's victory.

Whoa! Trippin'...

No, this isn't a pic of Woodstock. This is just one of the many swirly, funky-doodle levels that will probably burn your eyes out or cause an epileptic fit!

Super Voltecker

This lets you use the Voltecker any time.

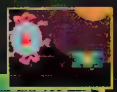
Health

This one gives you one unit of health.

Spark Balls

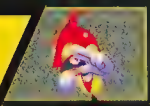
Try to collect 10 of these for a 1-Up!

Bonus Stages!



Similar to breakout, destroy all the blocks within the time limit.

PULSEMAN

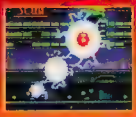


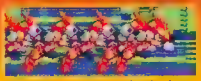
Made by the company known as Game Freak, Pulseman is a game set in the year 2015. The world is regulated by Saint Anne, a computer developed at the end of the century that in turn runs eight ultra computers. Pulseman is the "son" of St. Anne created by Dr. Yoshiyama, and fights against the mischievous Dr. Waruyama and GG (The Galaxy Gang).

Pulseman is capable of many electrical attacks. One is the Voltecker, the ability to turn into a huge bolt of pure energy to travel along conduits, attack enemies, and to enter the "NET." When he charges up for this, he can also attack with energy shots and other moves. An original title in the vein of Sonic-type games.

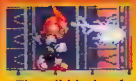
PULSEMAN

P-Man is the master of electricity. Should you charge up—you can use the voltecker to fly about the screen and fire shots.





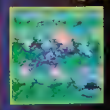
P-Man can do a dash that can also charge him up.

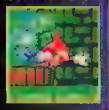


Fire all kinds of electric attacks.

Pulseman's hidden weakness!

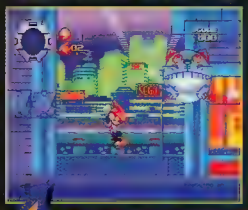
You will learn in Stage Four that water will drain Pulseman's energy, rendering him powerless!

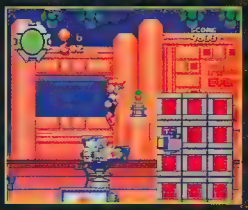




STAGE ONE

You first have to fight through a city to work your way to the PWT newsroom where Virtual Hand has taken control. You will need to enter the network and battle a few of the little robotic nuisances that fly about. Take him on within the net by battling his hand as he controls it with VR.





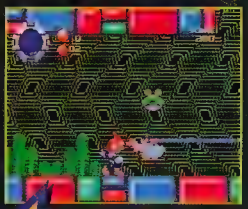
This network level hides many items and enemies.

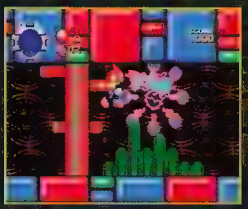
BOSS 1-VRH

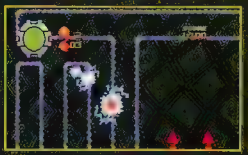
Named Virtual Hand, he breaks into the network and battles you with a digital hand shattering everything!

STAGE TWO

The whole forest has been turned into a bunch of computerized mechs! Travel about using conductor cables to reach all of the possible nooks and crannies. As you come out of the NET, a mechanical tree will be your adversary. Shoot yourself into him with the Voltecker.







BOSS 2-WT

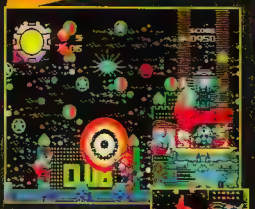
The Wonder Tree attacks with mechanical roots. Zap him by conducting down the chord that it shoots out.

STAGE THREE

GG has taken control of American casinos to fund their diabolical plans. Fight the Doc's DDT device, and follow it to the casino, which is a festival of blurring lights and wicked electric mazes. Eventually, you'll meet up with the final form of the DDT machine, which will launch smaller units of itself.

Try to ignore all the flashing lights and you'll make it!

BOSS 3-DDT



The Dynamite Desert Tank at the end will launch smaller versions of itself, and then try to land right on you!

Stage Four

Stage Five

Stage Six

Stage Seven

JAPAN

FACT FILE

Nosferatu
BY SEGA OF JAPAN

THEME	ACT/ADV
MEGABITS	16
% COMPLETE	75%
AVAILABLE	OCTOBER
# PLAYERS	1
# LEVELS	6
CHALLENGE	HARD

OPTIONS CHECKLIST

- Difficulty Settings ☑
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☑
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☐

Notes: Eight continues—no battery or password—Enjoy!

A Violent Thirst...

It can be said that this game is not for the impatient or the faint-hearted! There are plenty of surprises in here, and the music is eerie and mood enhancing. This is not an easy game, especially with only eight continues!

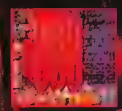
-Mike Vallas

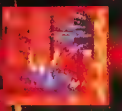
On the night of a blood-red full moon, an unholy nightmare returns from the netherworld to stalk again. He is Nosferatu, Lord of the Undead. Night after night, young women are spirited away into the night to be sacrificed to the evil. John Alfret (that's you!) has to rescue his girlfriend, Judith Gardol, who has been whisked away by the evil count. The controls are very much like Prince of Persia, and there are several crystals that will either provide John with more attacks, regain health, or increase the amount of damage he can take. Do you think you can manage to stop the Count?

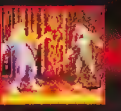
John's Skills

John can perform a sliding move for tight spaces, and can also climb objects, run, etc. He also has variable fighting skills.

Fighting Skills



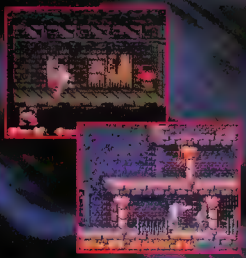


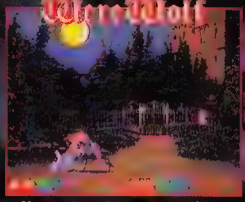


Level One

You will enter a dungeon filled with dimmed lights and plenty of creepies crawling around. Learn to master your skills in this area, and also enter doorways to find treasure chests containing crystals. Even though it is one of the coolest levels to look at, don't break your concentration for a minute!

Don't stop to admire the cool scenery. All kinds of demons will soon drop from the ceiling!





He starts out as a man with a boomerang, then he goes *wild!*

Level Two

In this dungeon, you will find that there are plenty of fast-moving creatures that will consistently knock you to the ground. Also, beware of these monsters, for some of them are strategically placed so that as you are running from them a bed of spikes is sure to greet you!

Beholders and flying axes will try to fly right into you! Be careful when running away.

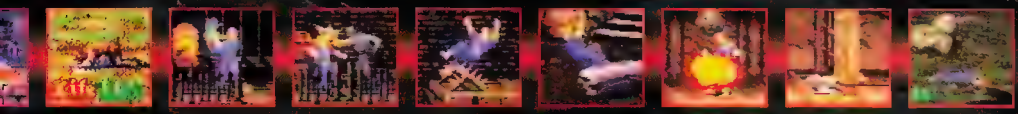
These two leap about and club you with their huge arms.

Level Three

This level is similar to the second dungeon. However, even deadlier enemies appear. First, there are spikes that shoot from the ceiling, and zombies with clubs will knock a whole unit of life off of you. There are lots of pitfalls that can result in a quick demise! Good luck from this point on—you'll need it!

Jutting spikes from the ceiling can skewer you, and really bizarre ghouls will come by.

A crippled thing that, when hit, will vomit rather sickeningly.



JAPAN

MEGA DRIVE

Rider's Spirits

FACT FILE

Rider's Spirit
by Masaya of Japan

THEME	RACING
MEGABITS	UNKNOWN
% COMPLETE	90%
AVAILABLE	SEPTEMBER
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☐

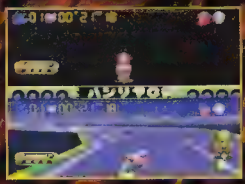
Notes: There weren't many options that I could see.

Excellent Racing!

This game is similar to Mario Kart and is a little like playing its sequel. You can get items to nuke your enemy off the screen or make it so they can't control. There are lots of cool features that make this one killer game!

- John Gurka

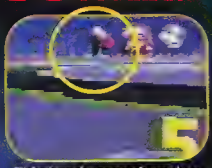
There is a mysterious item that will black out your screen. If you are hit with it, you won't be able to see the other players.



When racing against the clock or mano-a-mano with your friend, choose the course you want to compete on. Try all of them for variety.

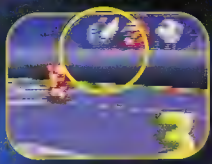
Items for POWER!

Lob this grenade at enemies driving in front of you.



This handy capsule makes you invincible.

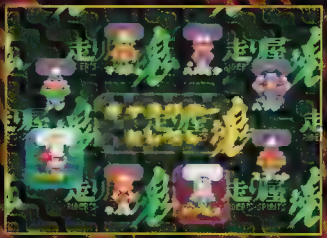
Shoot enemies out of your way with this missile.



This will make your bike jump extremely high.

The match races in this game are a way to compete against your friends. You can still use items against the other people, so nobody has an advantage.

There are plenty of different courses in this game. Some take place on ice, by a river, and in rough dirt. Each of the courses is fairly unique, and all are a blast to race on.

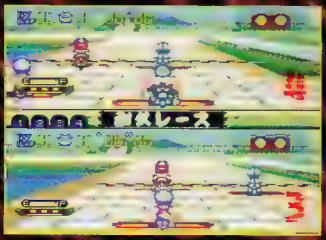


You can choose from eight different characters. Although, like Mario Kart, four people are the same as other people. Shin and Ricky are the same, as are Mash and Lime, Papaya and Pickles, and Baran and Scott. All have different animations though.

There are plenty of hard turns in this game. After playing through all the courses, you start to get a feel for them. You more or less memorize the turns. It takes a long time to "master" them. Lots of practice and healthy thumbs help!

If you're low on fuel, make a pit stop. The crew will fill up your bike and send you on your way. They will also give you a little gift to help you along in the race. Make sure you don't run out of gas. If you do, you're out of the race—for good.

This is the starting line. If you press the button and start your R.P.M.s at the right time, you'll get a little boost that will give you a definite speed boost. If you start revving too soon, you'll spin out your tires.



You can make your bike do a little hop that makes a difference when you're playing. Sometimes you can jump over an obstacle in the road or make a really hard turn. When in doubt, jump. It can help you get through rough terrain more quickly.

There is a Drag Race option in this game. Race another human and see who can get the closest to the edge without going over it. You get points based on how close you made it to the edge and how much time it took to get there.

JAPAN

MEGA DRIVE

FACT FILE

Panorama Cotton
by Sunsoft of Japan

THEME	SHOOTER
MEGABITS	20
% COMPLETE	90%
AVAILABLE	AUGUST
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☑
- # of Lives ☑
- # of Continues ☐
- Button Configuration ☑
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☐

Notes: You can choose either normal or piloting controls.

Bewitching Hour!

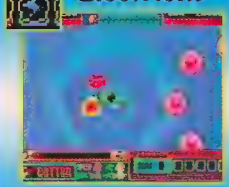
To make a long story short, the Mode 7 effects are fantastic, but the amount of enemies and the multicolored backdrops can really cause you to lose track of which enemy is where. Impressive, but somewhat confusing.

- Mike Vallas

PANORAMA COTTON

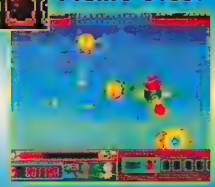
Willow grass, a rare plant used for making an expensive delicacy, has been burned by monsters! The queen is extremely upset and enlists the help of Cotton, a young witch, and Silk, her fairy sidekick, to set things straight! Get ready for one intense Mode 7 shooter! You are capable of powering up your main weapon up to three times, and your speed is also selectable. You can even use Silk as an extra weapon for when things get really hairy.

Electricity



Either blue thunderballs or a barrier of thunder bolts.

Flame blast



Will launch a homing flame dragon or homing fireballs.

Barrier

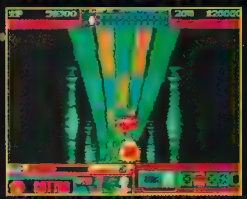
Launch a barrage of green balls or green missiles.

WHAT A BARGAIN!

For a limited time, everyone who sends in a proof of purchase gets a traditional Japanese tea mug similar to the one shown in the game. Oh boy!

Terrific Mode 7 Software Scaling!

The software scaling is absolutely smooth and rivals most of the Super Famicom scaling features. The only problem is that there is so much moving, so it's really hard to concentrate.



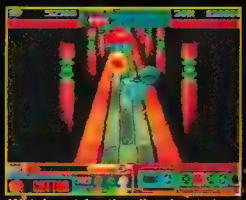
These queer levels even slope upward and downward!

Don't let the massive amount of colors disturb your concentration.

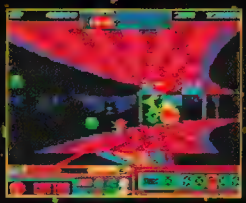
Level One

The first part of the journey you take is across a desert pathway. Be careful of the many rock formations and the giant clapping hands! Head through some really confusing tunnels to enter a giant chasm where you will fight an unusual Boss.

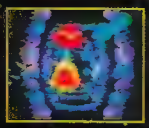
Giant stone hands will try to clap with you right in the middle!



Watch out for the dizzying twists and turns the levels take!



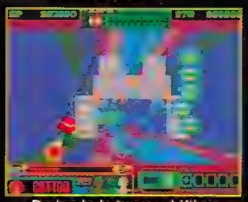
Boss 1



Enter a tunnel and battle it out with a strange Boss who fires a smaller version of itself at you from the other side of a bridge. Shoot out the main section of the bridge to get to the Boss.

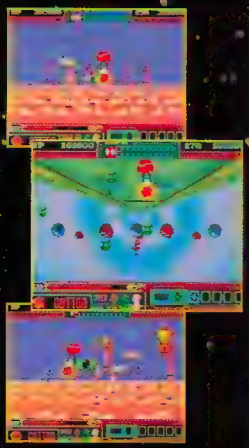
Level Two

Enter a crazy world of upside-down roadways and tunnels with consistently shifting barriers that are a real hazard! Soar above the clouds to head toward the floating palace where the really confusing, but funny, Sumo Boss waits for you.

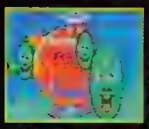


Dodge in-between shifting barriers that are a real nuisance!

Lots of kooky enemies will be approaching you fast!



Boss 2



This crazy Sumo Boss first meets up with you wielding giant masks as shields. After those are destroyed, he will thrust his hands out at you in a fashion similar to the sumo style.

Dig it!

Coming soon from Interplay™

Or don't play at all.

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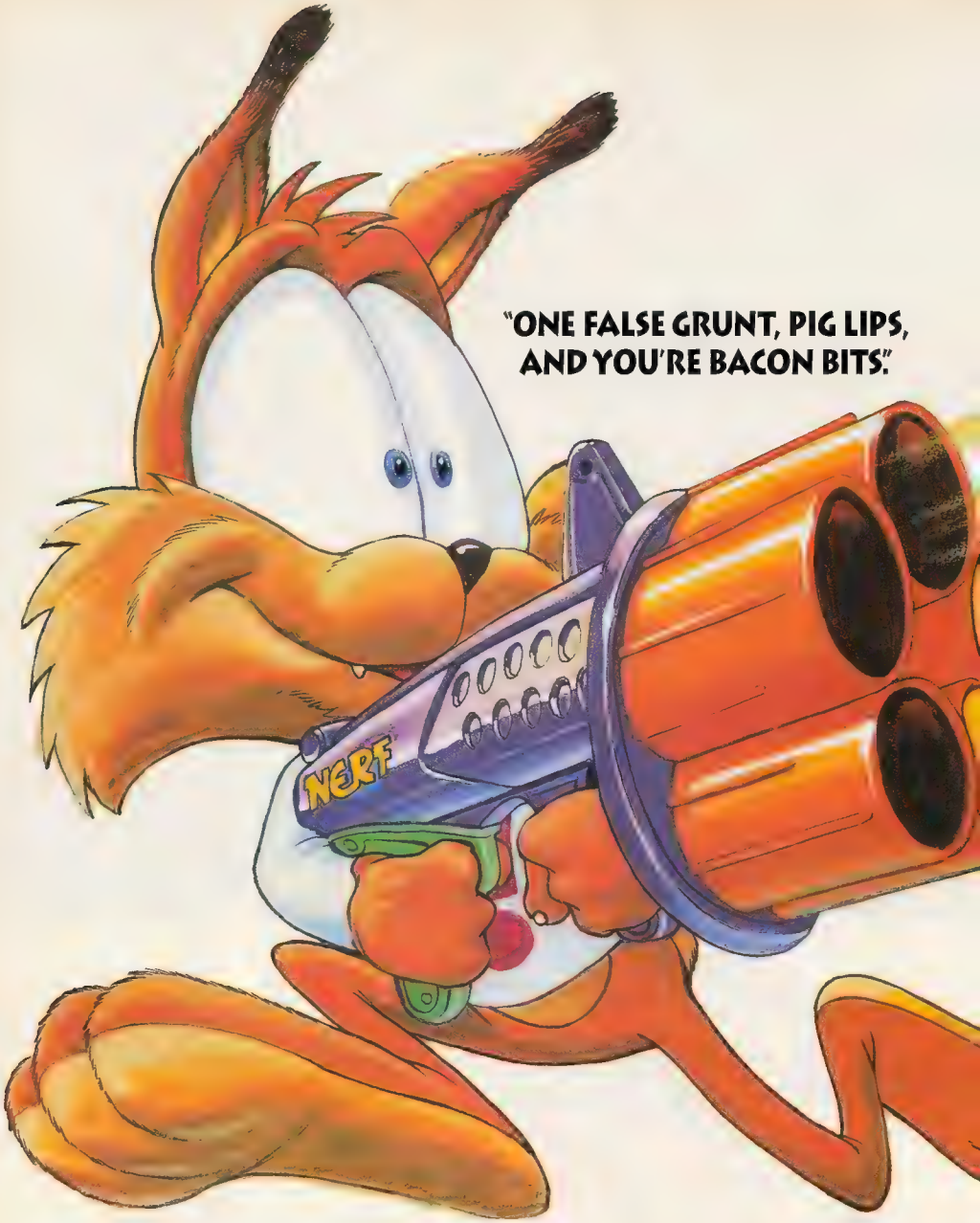

"ONE FALSE GRUNT, PIG LIPS,
AND YOU'RE BACON BITS."
NERF

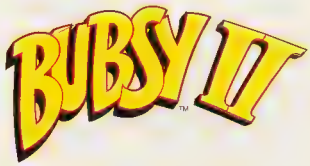
Ultimate Capitalist Boar Oinker P. Hamm
Is Stealing History.

One Bobcat Must Battle Through Five Worlds
To Stop The Evil Swine.

It's Gonna Take Guts.

It's Gonna Take A Whole New Way Of Playing.

It's Gonna Take One Buff Bobcat.



HE'S WAY TOO COOL TO JUST RUN AND JUMP.
COMING OCTOBER 15TH.

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NEO NECTARIS

FACT FILE
Neo Nectaris
by Hudson of Japan

THEME	MILITARY SIM
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1 or 2
# LEVELS	40+
CHALLENGE	Very Hard, even a god would have trouble!

OPTIONS CHECKLIST
- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☑
- Password ☑
- Battery Back-Up ☑

Notes: The first Nectaris (MM) is also on this disk, adding 32 levels!

LUNAR MADNESS!

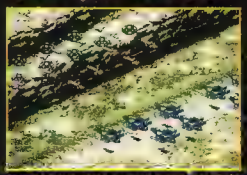
Many people who used to own a TurboGrafx-16 or still own one (like me) will remember this classic game of intense strategy and some really irritating computer playing! The game style is perfectly identical to the first, with every unit faithfully reproduced along with some clever new additions in the roster. Adding the Vs. Mode was a good idea, because battling with two players on the normal courses is really one-sided. The addition of the original MM is a great plus as well! One of the biggest surprises is that the music is virtually the best I've heard ever! It's so inspirational, it makes you want to go out and start a revolution!

Be warned, this game is extremely tough as the Union (blue) side is very unfair. Chris Nicolella and I spent hours shouting non-stop at the computer! However, there are codes that will help. This game is still one of the best in a long time!

- Mike Vallas

The sequel to Military Madness!

At the end of each level, you'll get the results on a line graph.



The battle is viewed in a cool 3-D perspective enriched with detail.

One of the best military sims for the PC Engine (TG16) has spawned a sequel. Neo Nectaris features 24 new maps set on the surface of the Moon and on the terrains of Mars.

For those not familiar with this game, the plot is simple. You are the Union side out to defeat the Geichi empire in an all-out military strike. Factories can be taken to add new units to your ranks or repair damaged ones. By using surround skills and terrain advantages, you can beat the tougher enemy troops. To top it off, the original game (an additional 16 maps) was added onto the CD!

New Weaponry

SR-22 Gillmore
Can fire twice and fight aircraft.

HA-55 Cannon
Fires long range air and surface missiles.

TB-10 Mite 2
After two turns, all units next to it die!

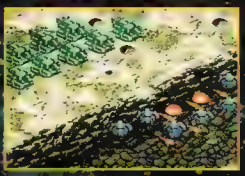
KM-55 Rapple
These obstruct paths and add to defense.

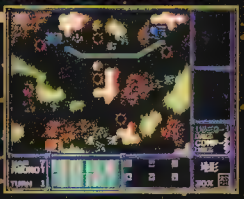
BLAST FROM THE PAST!

Also included on this disk is the original Nectaris! If you sold your original game because your pesky brother kept playing it—get this game and you're set!

The Moon

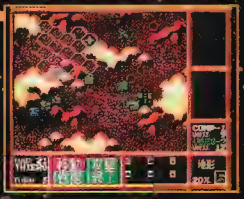
Once again, you return to the Moon for the second war. The 12 new battlefields are now even more mountainous—it is a good idea to use this for developing your tactics against Mars.



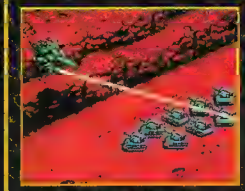


Mars

You soon learn that the Moon was in fact a diversion so that the troops on Mars could finish developing their Bio-Tech weapons. These last 12 maps contain volcanoes and irradiated terrain.



The Three Bio-Weapons of Mars



The health of the units can't be seen, so it's tough!

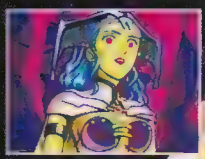
Three Bio-Tech units will start to appear from Stage 16 onward. These creatures are incredibly strong and actually grow with time. To the left is Brenner, below is Guardin, and Majyu is to the right.

SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!



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WORKING DESIGNS

Our games go to 11!

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MORTAL KOMBAT II

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NO PURCHASE NECESSARY

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MORTAL KOMBAT® II ARCADE GAME

2ND PRIZE
50 WINNERS
MORTAL KOMBAT® II T-SHIRT

3RD PRIZE
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MORTAL KOMBAT® II HAT

4TH PRIZE
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MORTAL KOMBAT II

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SWEEPSTAKES ENTRY FORM

NAME: _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP _____

PHONE: _____ DATE OF BIRTH: _____

SYSTEMS OWNED: (Check all that apply)

- ❑ NES®
- ❑ SUPER NES®
- ❑ GAME BOY®
- ❑ 3DO
- ❑ GENESIS™
- ❑ GAME GEAR™
- ❑ SEGA™ CD™
- ❑ JAGUAR

STORE PURCHASED: _____

Fill out and mail this entry to:
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ENTRIES MUST BE RECEIVED BY JANUARY 31,1995

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Acclaim entertainment, inc.

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VAY
Alien.
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JAPAN

Shubibinman Zero

FACT FILE

THEME	ACTION
MEGABITS	8
% COMPLETE	30%
AVAILABLE	NOVEMBER
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	N/A

OPTIONS CHECKLIST

- Difficulty Settings ❑
- # of Lives ❑
- # of Continues ❑
- Button Configuration ❑
- Sound/BGM Test ❑
- Password ❑
- Battery Back-Up ❑

Notes: No options are in at this time due to early development.

What is a Shubibinman!?!

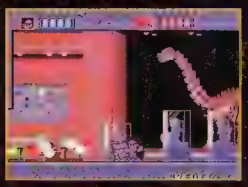
To answer that question, it is simply a weird android. Anyway, this game is just like most of its kind. A side scroller run-and-jump with some neat bangs an whistles to it. The two-player combo mega laser weapon is a very nice touch—which adds a reason to play the game with a friend. Overall, the game isn't that impressive at this stage of development. First, the characters are tiny creatures fighting other tiny beasties—making everyone feel very small. Even though it does sport some nifty explosions and other cool feats, the game is still way too early in production to make an accurate depiction of what the final version will be like. However, judging by the diverse levels and other features in the three previous PC-Engine versions, this game will hopefully have a good appearance for its first entry into the Super Famicom market!

- Mike Vallas

Many of you Duo owners may remember a game called Shockman. This title happens to be the sequel to the third PC-Engine version. Taking over from Tasuke and Capiko of the PCE series are Raita and Azuki, two people who were turned into Shubibinmen by Dr. Gotokuji. The story is that you are out to defeat the vicious BB gang whose plot, as always, is to dominate the world.

Two-Player Combos!

Each character has a special weapon to charge up. However, should you fire your charge weapon into the second player who is charging, you can fire a combined mega-weapon!



Raita is armed with a pair of powerful boxing gloves! He is fast and can really achieve some cool hits!

This lass has the use of a weapon, a sword with a slightly longer range than Raita's punches.

Useful Items for Health and Points

Life Battery
Restores one unit of your health bar.

Karadan Battery
This sucker fills up your entire life bar!

Super Famicom
Yup, the good ol' Japanese Super NES!

Sea Shell
Don't complain. It gives you points!

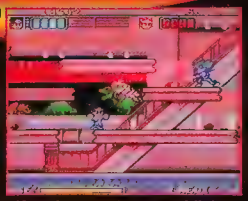
Butterfly
Why these give you points is beyond me!

More on the Way!

Once the game is finished, there will be a lot more levels. These stages include a forest level, a castle, cave, the enemy base, the Woman General's tower (?), and a flying battleship—which will be the final showdown stage between you and the BB.

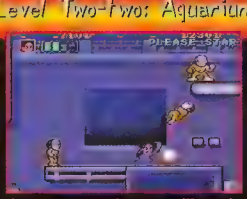
Level Two-one: Museum

All of the little enemy soldiers are hiding within exhibit cases and elsewhere! Fend them off and try to reach the main stairs.



Kage is your enemy, and fights with mega blasts and rapid jabs!

Level Two-two: Aquarium



Whether it be on the pipes or within large water tanks, you will need to battle it out high and low with the enemy soldiers in here.

The Boss Aquarium is a giant octopus with sharp tentacles.

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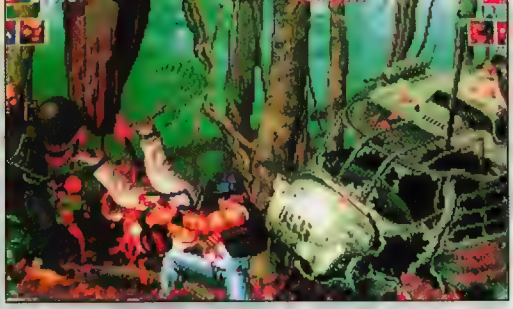
STD

ARCADE ACTION



SNK CAPTURES THE THRONE WITH NEW FIGHTING GAME

Without a doubt, SNK has created some of the best one-on-one fighting games ever for their Neo-Geo arcade hardware.

They take their fighting games seriously, and why shouldn't they? All of their hits have been ported over to the home systems, and SNK can boast that they created many of the category's hit games.

Enter The King of Fighters '94. It's SNK's latest and greatest fighting game, reaching a size of over 200-Meg! Ouch!

What do you get with all that memory? Enhanced graphics on the characters and backgrounds, and more animation. What it boils down to is a visual tour de force not equaled by many other games.

You'll join your favorite characters from all of SNK's previous fighting games and a few new ones (24 characters to choose from in all), to battle it out all over the world.

Each country's team has three fighters to choose from. You select a team, and then the character that you want to use.

Some of the characters are put in odd teams. Mai is on the Great Britain team, and King Tokuma is on the Mexican team!

When this game comes out in the arcades, be prepared for lines, as it looks really good. This is easily the best fighting game that SNK has done, until, that is, they outdo themselves again.

The graphics of the different attacks are devastating.

All the characters and moves will be retained.

AMA
AMERICAN AMUSEMENT MACHINE ASSOCIATION

SAMURAI SHODOWN II SEEPS INTO ARCADES

If you haven't seen it already, you will.

The sequel to the Neo•Geo's most popular arcade fighting game is coming to an arcade near you. Word has it that it will be the best fighting game ever to grace the arcade.

What's improved? More special moves, more blood, and better graphics and animation.

Ask your arcade operator for more details!

ART OF FIGHTING 3 BRINGS 3-D FIGHTING TO THE ARCADE

Another game, soon to be released at an arcade near you, is Art of Fighting 3.

Sources who have seen the project report that it is more like Sega's Virtua Fighter than any previous Neo fighting game.

If this is true, then expect quality graphics and animations (not polygon), plus more special moves. This one will be SNK's first fighting game after King of the Fighters and Samurai Shodown II.

Don't count out Alpha Denshi either.

TOP TEN ARCADE GAMES
REPLAY™ - AUGUST 1994

	Game/Company	M TH	Rate	DIST
1.	Revolution X (Midway)	2	[illegible]	[illegible]
2.	Mortal Kombat II (Midway)	8	8.77	87%
3.	Virtua Fighter (Sega)	T	8.63	41%
4.	NBA Jam Tournament Ed. (Midway)	4	8.42	67%
5.	Lethal Enforcers II (Konami)	4	8.30	21%
6.	Solitaire Challenge (Dynamo)	1	8.00	13%
7.	Lethal Enforcers (Konami)	[illegible]	7.72	65%
8.	Run & Gun (Konami)	8	7.56	37%
9.	NBA Jam (Midway)	17	7.55	75%
10.	Aliens 3 (Sega)	5	7.33	5%

M TH refers to the number of months a game has spent on the charts.
Red lettering indicates the top number/game of the month.
DIST refers to the percentage of the surveyed arcade and street location operators who have the game on location.
RePlay™ is a registered trademark of RePlay Publishing, Inc.

THE FUTURE OF FIGHTING GAMES

The future of punch-and-kick tournament games looks very impressive.

Three games are coming out soon that will have fighting game maniacs brawling in ways they never thought possible.

The first game we'll look at is Power Instinct 2. This game has about 13 characters with a variety of special moves, four to five per character. In the spirit of Super Street Fighter II, it features special attacks, which you can perform after you see a special message under your life bar. If you liked the first game, you won't believe the second.

Power Instinct 2—a variety of new moves and attacks, including a super special attack that is available only when you get in a certain number of hits on your opponent.

Gangan (both above) provides a humorous twist.

Gangan from Alpha Denshi is a new Neo fighting game in the spirit of World Heroes. There are some humorous cinemas as well.

And to wrap up the future of fighting, we come to Taito's new Kaiser Knuckle game.

It features well-drawn, smoothly animated characters that have a variety of special attacks. You'll like the new Win/Lose cinema screens as well.

There's no sign of the fighting genre dying out, as new games are introduced monthly. What will we be playing next month?

The Win/Lose cinema of Taito's Kaiser Knuckle.

Attacks include this Jax-like earthquake.

Colorful backgrounds add to the visual bash-fest.

FACT FILE

CRUIS'N USA
by MIDWAY

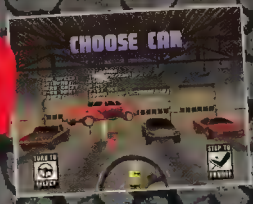
THEME	DRIVING
VERSION	N/A
% COMPLETE	N/A
AVAILABLE	N/A
# BUTTONS	0
# PLAYERS	1
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- QSound ☐
- Dolby Stereo ☑
- Voice Channels ☐
- Jamma Board ☑
- System 32 ☐
- Cartridge ☐
- Translation Pending ☐

Notes: There are 10 different tracks and four different cars to choose from

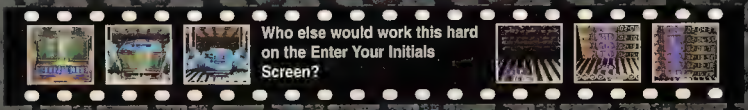
Cruis'n USA



Choose your car from four cool-looking powerhouses.

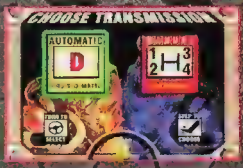
Choose a track or cruise from San Francisco to Washington.

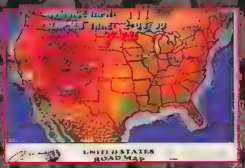
If you're in first place, your next race is free.



Who else would work this hard on the Enter Your Initials Screen?

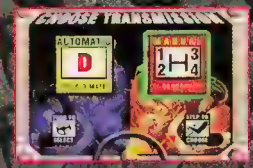
You can choose from either an automatic transmission ...





This is your map: complete with real highways and landmarks!

... or a manual one if you want more work.



Italia PC4

Top Speed: 144 MPH/231 KPH
Skidpad: 1.01 G
Aero Coeff: 0.28
0-60 MPH: 7.00 Seconds
Power: 472 HP V12 Dome 48V

'69 Muscle Car

Top Speed: 145 MPH/231 KPH
Skidpad: 0.09 G
Aero Coeff: 0.09
0-60 MPH: 7.98 Seconds
Power: 462 HP 454 Gib V8 Engine

La Bomba

Top Speed: 148 MPH
Skidpad: 1.01 G
Aero Coeff: 0.28
0-60 MPH: 7.00 Seconds
Power: 472 HP V12 Dome 48V

Devastator VI

Top Speed: 147 MPH/236 KPH
Skidpad: 0.05 G
Aero Coeff: 0.25
0-60 MPH: 3.51
Power: 472 HP V12 DOME 48V

PUT YOUR PEDAL TO THE METAL!

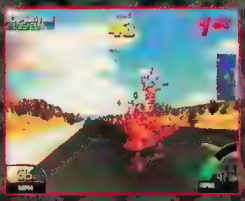
Cruis'n USA is a brand new game from those masterminds that gave us MK II and NBA Jam. In case you haven't noticed, I've reviewed a huge amount of driving games recently, so I wasn't expecting much from this game. I mean, how exciting can you make a driving game? Well, Cruis'n blew me away. It was one of the funest driving games I've played since Turbo Outrun. In addition to being the masthead of Nintendo's new Ultra 64 system, the game features a lot of excellent scrolling.

There are 14 different tracks compared to the one available on Ridge Racer 2 and three on Daytona. A few gripes: being able to level a 16-wheeler and not having a dent, and seeing the same plane over and over again. But, the good outweighed the bad, and I really enjoyed it!

- Mark Hain

14 Tracks to test your skill

There are 14 tracks available in the game, four cannot be reached unless you "Cruise the USA." Below is a preview of half of the tracks available.

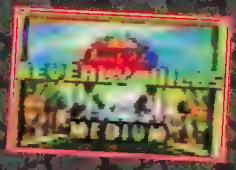


Death Valley

This is a tough, medium track. At top speed, you'll run into rain. There are several poles right in the middle of the road.

Beverly Hills

Here we have mansions, millionaires, three checkpoints, and a huge truck that crumbles at the might of your huge car???

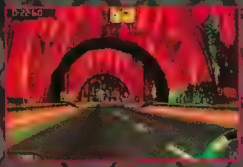


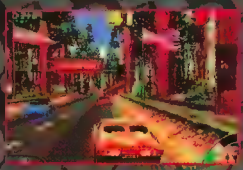
Iowa

This is strange, the St. Louis Arch? Toll booths, police cars ripe for the crashing, and plenty of deer to splat on your windshield!

Redwood Forest

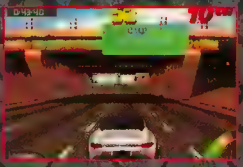
Drive through the middle of 10-foot wide trees and avoid the long list of obstacles in this extremely difficult, expert track.





Chicago

Drive through the Chicago Loop, right under the Chicago Mercantile Exchange, and under endless El tracks!



BEHIND THE SCREENS

Behind the wheel of Midway's & Nintendo's new Ultra 64 monster

Time to take a look under the hood of Cruis'n USA, a brand new driving game by Williams/Midway that almost completely blows away all other competition. The game's rotation and scaling are enough to satisfy the average game player. But Midway went a step further by adding mechanics that make the game just plain fun. We had a chance to ask the master gaming mechanics at Williams about what went into making the game.

It took them three years to finish the game, and it's the first full-motion, 3-D arcade game of its kind, allowing the user to really get into the action, whether it's a simple drive down a Chicago highway, a trip right through the middle of the Grand Canyon, or even a journey through Iowa with plenty of deer and other animals blocking the road. It seems they've taken a cue from their most popular game and added a tinge of carnage for an extra bit of realism.

Eugene Jarvis, Cruis'n USA project director sits in the seat of the game surrounded by his team: Xion Cooper, left, video artist, Eric Pribyle, lead programmer, JP Watson, video artist, Matt Booty, sound manager, Ted Barber, video artist, Vince Pontarelli, sound designer/composer.

The finished version has 18-megabytes of memory and displays a color palette of 16 million colors on a 25-inch high resolution screen.

The home version of Cruis'n USA will be ready for the launch of Nintendo's Ultra 64 home machine in the fall of 1995. SGI and Nintendo will have to modify the game in order to port it over for the home system.

According to Eugene Jarvis, the lead mechanic (director) of Cruis'n USA, "We didn't compromise anything to make porting the game over to the home easier. We made the best game we could," Jarvis added.

"The home version is in the hands of the folks at Silicon Graphics (SGI). When they first started they didn't know 'jack' about games. We and Nintendo have been giving them an education about the graphics and the sound. They are the studs of 3-D.

All of the images in the game were filmed by Shawn (Xion) Cooper, a video artist at Williams as he traveled across the country. "It's the first time in video gaming history that anyone actually spent this much time traveling across the country gathering images for a video game," Cooper said.

"Using the Ultra 64 for this game made sense. It's the only system that will allow fully textured, mapped polygons," according to the Williams' programmers.

"The interaction with the road and the oncoming traffic will be enjoyable. We spent a lot of time working on the feel of the steering wheel and capturing the real feel of cornering," Jarvis said.

The end result of three years, a lot of dedication, and a lot of hard work is one heck of a driving game. Cruis'n is a definite diamond in the rough of "same old" driving games. So get ready to burn some serious rubber as you go Cruis'n USA.

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HEGJ7

STAR TEAMS LINED UP!

THE KING OF FIGHTERS '94 3 CONTEST!

VS 3

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- NEO•GEO Silver System with choice of one of the following cartridges: World Hero 2 Jet, Fatal Fury Special, or Art of Fighting 2
- NEO•GEO Fun Pack

10 THIRD PRIZES:

- NEO•GEO Fun Pack

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Correctly complete the entry form, then mail to:

King of Fighters Contest (EGM)
1920 Highland Avenue, Suite 285
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Address _____

City, State _____

Zip Code _____

Phone _____

Contest Rules: 1. *No Purchase Necessary.* No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by October 1, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. *Prizes.* 1 First Prize. NEO•GEO Gold System with King of Fighters Cartridge, NEO•GEO Fun Pack, includes: posters, hats, T-shirts, NEO•GEO Carrying Case, and other NEO•GEO goodies. First prize is valued at $900.00 2 Second Prizes: NEO•GEO Silver System with choice of one of the following cartridges: World Hero 2 Jet, Fatal Fury Special, or Art of Fighting 2, and NEO•GEO Fun Pack. Second prize is valued at $790.00 10 Third Prizes. NEO•GEO Fun Pack. Third prize is valued at $50.00. Winners will be determined at a drawing to be held on October 15, 1994. All prizes will be awarded. Prizewinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 3. *Odds of Winning.* The odds of winning will be determined by number of valid entries. 4. *Eligibility:* Sweepstakes open to residents of United States and Canada. Upon request by Sponsors, winners shall sign a Liability/Publicity release within 30 days or forfeit prize. Employees of Sendai Publishing Group, Inc. and SNK Corporation of America and their respective affiliates are not eligible. Neither Sendai Publishing Group, Inc., SNK Corporation of America or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. *Winners List.* For a list of winners, send a stamped, self-addressed envelope to King of Fighters Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by November 1, 1994. Allow 4 weeks for delivery of winners list. 6. *Restrictions:* Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Contest sponsored by Sendai Publishing Group, Inc. and SNK Corporation of America. Electronic Gaming Monthly is a trademark of Sendai Publishing Group, Inc. SNK and NEO•GEO® registered trademarks of SNK Corporation of America.

DARKSTALKERS
The Night Warriors

FACT FILE
DARKSTALKERS by CAPCOM

THEME	FIGHTING
VERSION	N/A
% COMPLETE	90%
AVAILABLE	SEPTEMBER
# BUTTONS	6
# PLAYERS	1 or 2
CHALLENGE	MODERATE

OPTIONS CHECKLIST
- QSound ☐
- Dolby Stereo ☐
- Voice Channels ☑
- Jamma Board ☑
- System 32 ☐
- Cartridge ☐
- Translation Pending ☐

Notes: Multiple Turbo Options and choice of two colors.

The New Challengers

Fighting game fans will immediately pick up the fast-paced action of this new fighting game. Using the same play mechanics as SF2, the moves are newly varied but have the same execution style. The looks, however, are completely different. The colors and animations are just incredible! The dark look adds to the motif and gives it a bit of a new feel. *- Sushi X, Jr.*

STREET FIGHTER 3?

They used the same engine and play mechanics. Some of the moves are the same like Beast Rush and Shadow Blade. It seems similar...

STREET FIGHTER & MORE

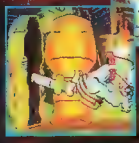
Just like in Street Fighter, there is a built-in Combo Meter that shows how many consecutive hits you got off in the round. Notice that special moves do more hits when the Special Meter is built-up. Using this knowledge you can get massive hits!

Many of the moves have the same look as SF-type moves, as shown to the left. However, several can be done in the air or don't require lengthy charge times. This makes the action similar yet faster-paced than ever before.

SUPER-DE-DUPER MOVES

Similar to SF Super Turbo, you have a Special Meter that builds when you do moves. This one builds whether you hit or not, with any move. The bar below glows and your meter turns green to show how long you have to do a Super Move.

Notice the roll looks the same but just changes color.



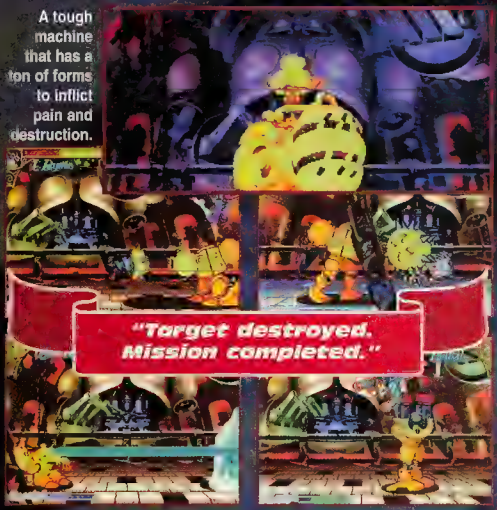
The same grab move looks completely different.

TWO TOUGH BOSSES

HUITZIL

Robot from Mexico

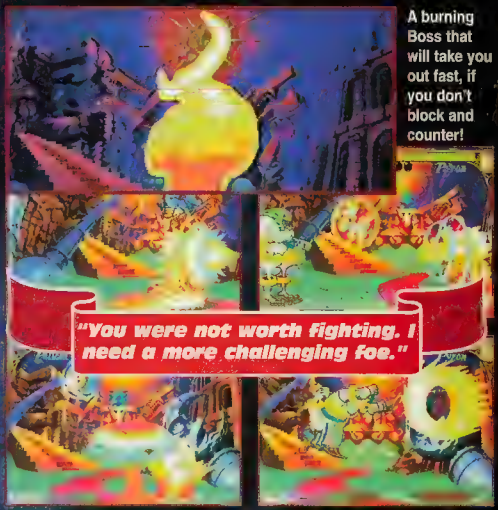
A tough machine that has a ton of forms to inflict pain and destruction.



PYRON

Alien from Hellstorm

A burning Boss that will take you out fast, if you don't block and counter!



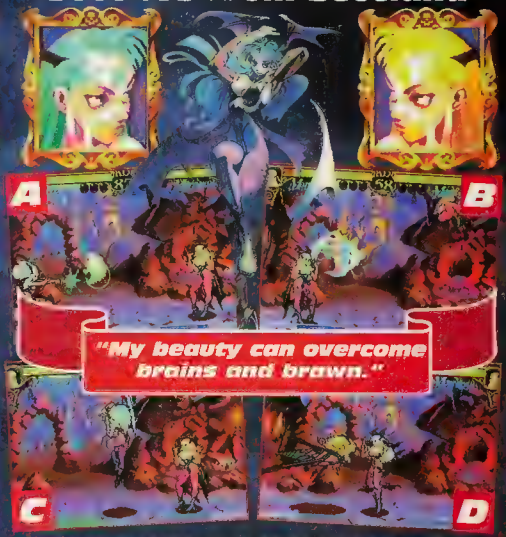
VICTOR

Frankenstein from Germany

A)Giga Hammer: B,F + punch B)Giga Buster: B,F +kick
C)Gyro Crush: D,DB,B,F + punch D)Giga Burn: D,DB,B + kick

MORRIGAN

Sucubus from Scotland



A)Soul Flat: D,DF,F + punch B)Flat in Air: U,UF,F + punch
C)Shadow Blade: F,D,DF + punch D)Shell Kick: In air D,DB,B + kick

LEGEND: D=DOWN, F=FORWARD, U=UP, B=BACK, DF=DOWN FORWARD, DB=DOWN BACK, UF=UP FORWARD, C=CHARGE

ANAKARIS

Mummy from Egypt

A)Echo Back: F,DF,D,DB,B + punch B)Coffin Dance : all kick-punch
C)Mummy Wrap: D,DF,F + punch D)Judgment Day: jump + F,DB,D,DF

BISHAMON

Samurai from Japan

A)Seal of Death: in air U,UF,F + punch B)Quick Slash: hold B, F + punck
C)Snap Sword: B,DB,D,DF,F + punch D)Storm Wind. -. D,DF,F + punch

DEMITRI

Vampire from Romania

A)Demon Cradle: F,D,DF + punch B)Chaos Flare: D,DF,F + punch
C)Bat Spin: D,DB,B D) Neg. Steal: 360 rotate + punch

FELICIA

Catwoman from America

A)Rolling Bucklor: D,DF,F + punch B)Rolling Scratch: D,DB,B + punch
C)Delta Kick: B,D,DB + kick D)Sand Splash: D,DF,F + kick

LEGEND: D=DOWN, F=FORWARD, U=UP, B=BACK, DB=DOWN BACK, DF=DOWN FORWARD, UF=UP FORWARD, C=CHARGE

JON TALBAIN

Werewolf from England

A)Beast Rush straight: D,DF,F + punch B)B.R. diagonal: F,D,DF+ punch
C)B.R. down: in air F,DF,D + punch D)Climb Laser: D,U + kick

LORD RAPTOR

Zombie from Australia

A)Death Hurricane: D,DB,B + kick B)"Moon Walk":F,F air or ground
C)Hell's Gate: B,DB,D,DF,F + kick D)"Death Drill": in air D + kick

RIKUO

Merman from Brazil

A)Poison Breath: B,DB,D,DF,F = kick B)Sonic Wave: D,DF,F + punch
C)Screw Jet: B,F = punch D)"Shell Screw": F,F + fierce punch

SASQUATCH

Bigfoot from Canada

A)Big Snow: B,DB,D,DF,F + punch B)Big Typhoon: F,D,DF + kick
C) Big Towers: D,D + all punch D)Big Brunch: D,DB,B + kick

LEGEND: D=DOWN, F=FORWARD, U=UP, B=BACK, DB=DOWN BACK, DF=DOWN FORWARD, UF=UP FORWARD, C=CHARGE

YA G

HAVE

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OTTA BALLZ.™

3-D fighting at its ballziest. Coming October on Sega Genesis,® November on Super Nintendo.®

FACT FILE

THEME	DRIVING
VERSION	N/A
% COMPLETE	98%
AVAILABLE	NOW
# BUTTONS	NONE
# PLAYERS	1 or 2
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- QSound ☐
- Dolby Stereo ☑
- Voice Channels ☐
- Jamma Board ☐
- System 32 ☐
- Cartridge ☐
- Translation Pending ☐

Notes: Has five separate modes of play and optional transmissions.

GET READY, GET SET...

This is a somewhat lacking sequel to a somewhat lacking premise. There has been an abundance of driving games hitting the arcades lately, therefore competition is steep. In this game the problem arises when the player realizes no matter what skill level they choose, they're on the same track every time. There is also a problem when you emerge from any race victorious only to get a "Congratulations!" and a quick "Game Over." In its defense though, it does look good. Unfortunately, good looks and intentions don't make a game. Die-hard racers may find RR2's feel and fluidness appealing, as it accurately reproduces the feel of driving. One last thing the game suffers from is the "One hit wonder" syndrome. You soon realize that if you hit a wall, the game is over, pure and simple. If you like racing games, give it a try.

- Mark Hain

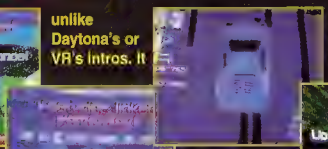
Here are your controls, nothing too baffling.

The Gear Shifter is a simple tap Up tap Down interface.

The cabinet itself is beautifully decorated.

The back of the seats have a cool graphic!

The intro is the best part of the game, with scrolling not unlike Daytona's or VR's intros. It



shows some neat views of your car and a few of the best parts of the track. There is only one

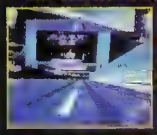
track in the game. A grey area opens up in Advanced Level.

Level 1 : Novice

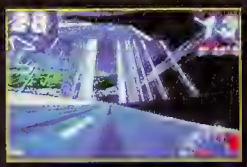
In a town not unlike your own, the blue demon speeds on.

They can't help but promote another virtual product as you race along at the speed of light.

There is a spy helicopter flying right along with you.



Remember that oldie-but-goodie Gorf?



Kind of looks like the Golden Gate doesn't it? Get your speed up while enjoying the view.

Look for the Time Extended signs after a checkpoint.

This is one of the two total checkpoints on this level.

Notice the cool graphic if you're in the top three.

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VS
Three legendary fighting forces from ART OF FIGHTING, FATAL FURY, and WORLD HEROES, face off to decide who is the Ultimate Dream Team!
THE KING OF FIGHTERS '94
TM
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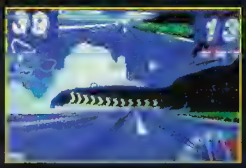
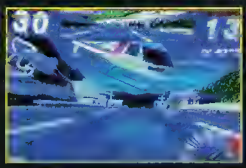
Level 2: Intermediate

Halfway through the track, catch up on some speed.



The copter's still here albeit in a different flight path.



Time for your close-up! Smile and say cheese!

This is the company you'll have at the starting line! Wow!

This is a tricky curve right toward the end of the track.

You're able to hit almost anything that's in your way.

Don't try to turn around; you'll get nailed head on!

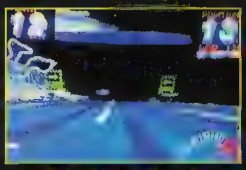
This is the checkpoint you'll find halfway through the level.

The area to the left only opens in Advanced and Time Trials.

Another tricky curve toward the end of the track.

Level 3: Advanced

The area you weren't able to get to before is now open.



To begin with, the path gets a bit tighter.

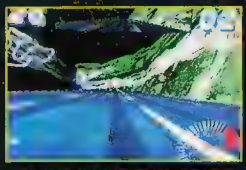
The curves are also quite hectic, so stay to the inside!

There is, however, a checkpoint at the end of the new area!

Level 4: Time Trials

The Time Trials allow you to go a bit faster than the other levels.

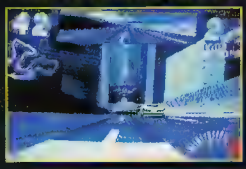
The Advanced area is also open to make it harder.



Being able to go faster also raises the skill level quite a bit.

The checkpoint also remains in this area, if you can reach it!

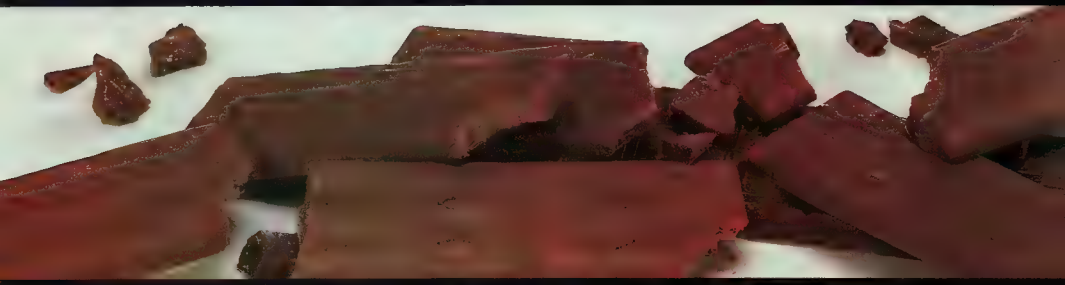
Two-Player SPLIT-SCREEN SIMULTANEOUS RACING!



The only difference in the race is it's just you and Player Two.

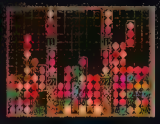
There's your opponent, and that annoying helicopter too!

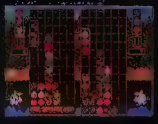
All of these are habit



forming but only one

won't give you zits.





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GENESIS™

FACT FILE

THEME	SIMULATION
VERSION	N/A
% COMPLETE	N/A
AVAILABLE	OCTOBER
# BUTTONS	N/A
# PLAYERS	1 or 2
CHALLENGE	DIFFICULT

OPTIONS CHECKLIST

- QSound ❑
- Dolby Stereo ❑
- Voice Channels ❑
- Jamma Board ❑
- System 32 ❑
- Cartridge ❑
- Translation Pending ❑

Notes: Options unavailable at this time.

WING WORTH-IT

Incorporating the world's first automatic view feature, as well as several other impressive features, Wing War should prove to be quite a winner in the arcades.

We've all seen the bazillions of coin-ops with virtual multi-view features, but never before has there been a game where the computer will automatically select the view (through rotation and repositioning of the virtual 'eye') most appropriate to gak the nasty. That's right! It's like having a news camera guy on the ride who's always giving you the best possible angle!

Beside this first-ever feature, the game has excellent control for each of the different aerial fighters available.

Sega has caught on to the fighting game popularity and made this the first ever head-to-head aerial combat game in which two players can launch missiles at each other in an attempt to win.

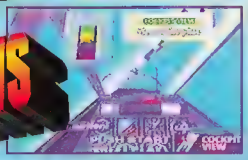
This one's worth the coins.

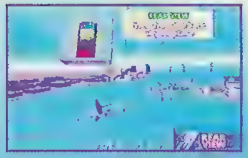
- Jason Streetz

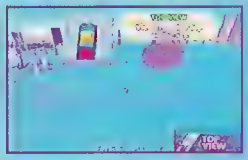
Wing War

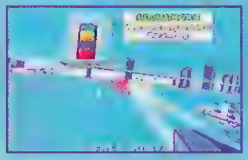
Jump behind the controls of a fighter and prepare for Wing War!

DYNAMIC VIEWS









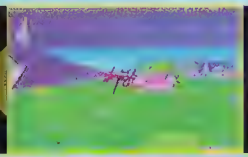
This game is chock full of awesome viewing features, including a player adjustable viewpoint and an instant replay feature, which has become almost standard for simulation games. Check out these pix!

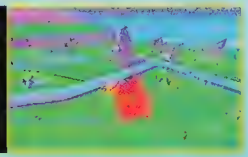
INSTANT REPLAY

Didn't quite see how it ended? Catch the instant replay, which is sure to give the complete lowdown of the event from an appropriate angle.

AWESOME PERSPECTIVES!

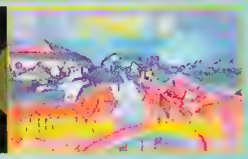
The excellent viewpoints of this game will make you feel like you are flying.





HEAD-TO-HEAD

Round up a buddy and challenge him to a game of one-on-one dogfight action. Select your favorite fighters and go to it!

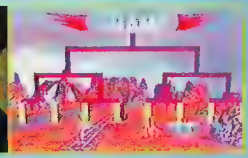


TAKE CONTROL

What's that? Say you don't know how to fly a fighter? No problem. The introduction teaches you how to operate your Wing War machine.

TOURNAMENT PLAY

The tournament-like play of this game is cool. Keep track of your progress as you make your way to the ultimate title: Wing War Champion.



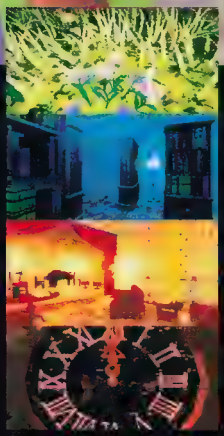
THE GAME

You can either fly against the computer or anyone who joins in using the second player side. Air fights consist of two different modes: Dog Fight and Expert.

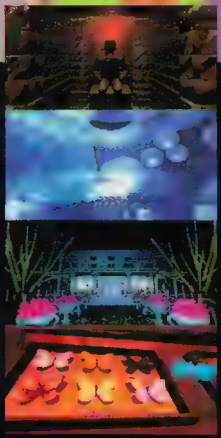
The Dog Fight Mode is for the novice player in order to familiarize the player with the basic controls of the game and to learn some battle tactics.

Expert Mode allows for more responsibility to the player. There are no pre-set flight paths or automatic view switching. This mode is for the more experienced players.

Meet Our Soul Survivor.



Our guy looks like he made it through **MANSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.



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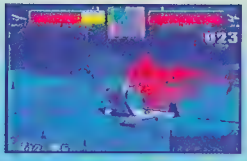
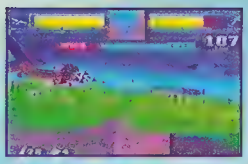
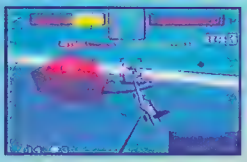
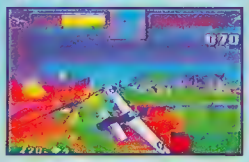
DOG FIGHT MODE

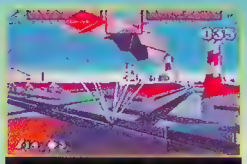
Dog Fight Mode is for teaching new players to attack and avoid attacks. The game will switch between phases during which you must either defend or attack. In this mode the controls are simplified.









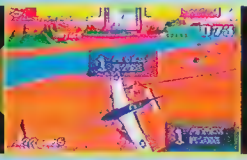


Will the heat of aerial conflict be too much for you...

Or will you master the controls and tactics to win?

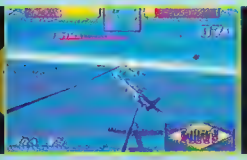
PHASES OF THE DOGFIGHT

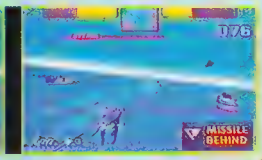
During the Dogfight Mode, you will switch between attack and guard phase. Learn each well.

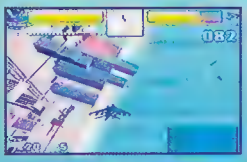


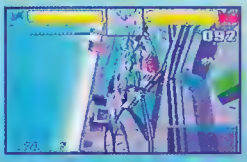
HEED YOUR INSTRUMENTS

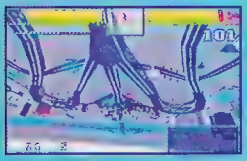
Be sure to look at the readout on the lower right corner of the screen to avoid fire.

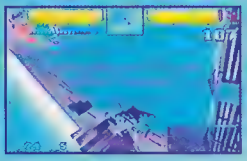








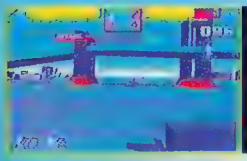




EXPERT MODE

Expert Mode is only for those who have mastered the Dog Fight Mode. Each fighter has a different set of abilities and controls. The computer will not switch between Attack/Guard phases for you. Essentially it's a free-for-all!

Is the computer too tough? Get a friend to join you!



EXPLORE MANY DIFFERENT AREAS

In Expert Mode, you're not constricted in your movements. Have fun exploring each area.

Dog Fight or Expert Mode? You're in for a challenge!

LEARN THE CONTROLS

In Expert Mode, each fighter has his/her own unique control type. Learn each to be champ!

LIST THE FIVE MOST DESPICABLE LOW LIFES YOU CAN THINK OF:

1. _____
2. _____
3. _____
4. _____
5. _____

NOW SAY A PRAYER FOR THEM

SHAQ-FU. YOU'LL GET YOURS OCTOBER 28

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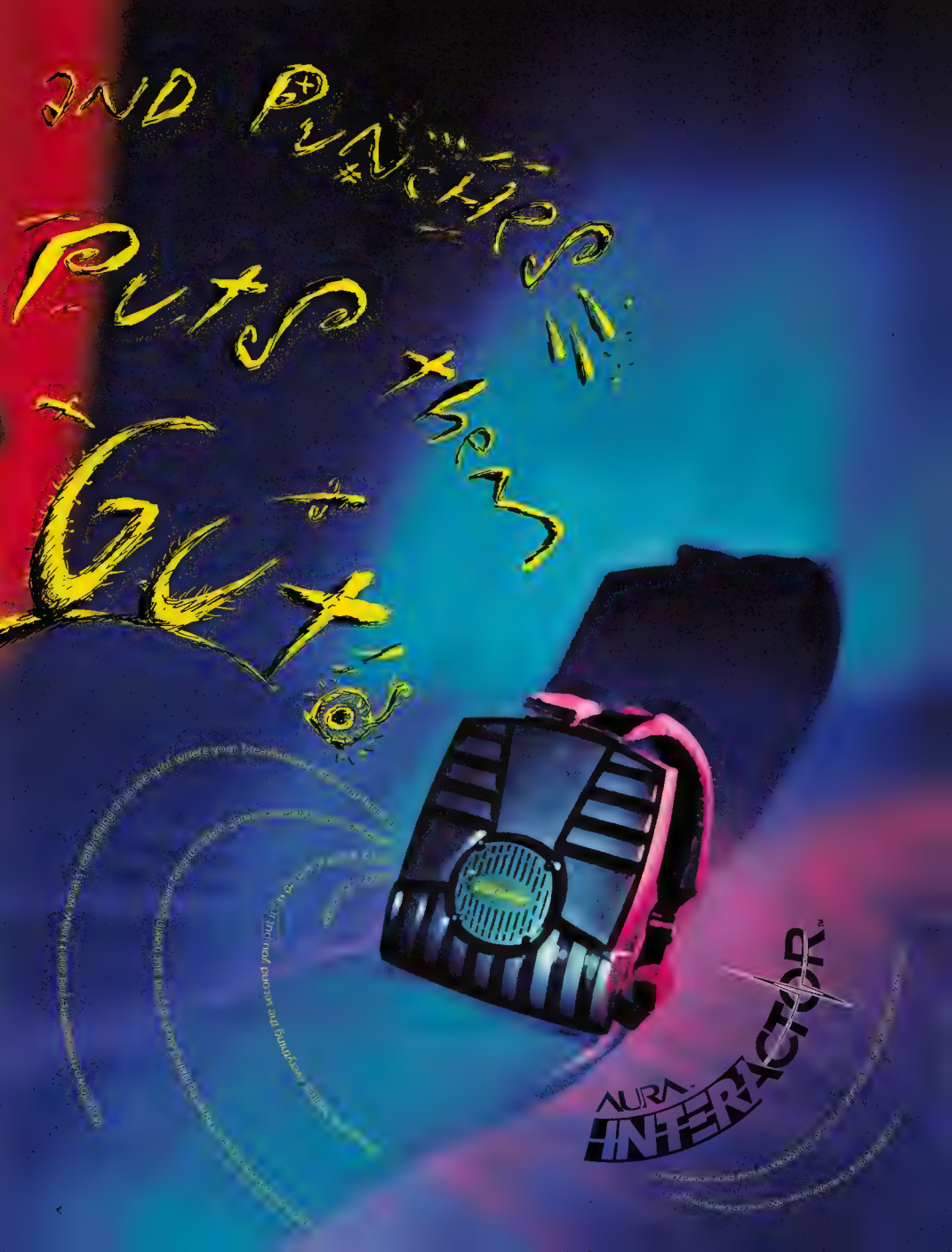
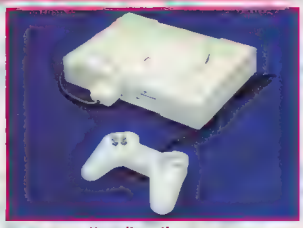
It takes 1 plugins, kicks, to the 3rd in your


2ND PUNCHES
PUTS THEM
OUT
AURA
INTERACTOR

SPECIAL FEATURE!

PlayStation™

Sony Computer Entertainment shows the new PlayStation.



On July 20, Sony Computer Entertainment (SCE) held a private showing of software in development for for their highly anticipated PlayStation involving select members of the Japanese press. Although we weren't allowed on site, our man in Japan managed to pump a reliable source for what Sony had to show. This is a transcript of what our source reported.

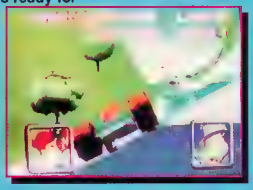
A more complete mockup of the 32-Bit CD-ROM game system was on display. Colored a warm gray with darker gray buttons, the system measures about the size of a notebook computer, two inches thick. We got the first good look at the rear connection ports. The rear ports include a power port, two RCA audio outputs, an RCA video out, S-VHS out, and what appear to be two communicator ports for docking other PS systems for multi-system games. Behind a screwed down lid is an I/O port for connecting a modem, hard disk, or another devise.

The controller, as previously reported, is an odd H-shaped unit that bristles with buttons. (We incorrectly reported that there are 12 buttons. In fact there are 14, we did not count the Start and Select buttons.) However, what appear to be four separate direction keys at the left side is actually a single connected piece that sticks out of four holes in the face of the controller. So as we pointed out previously, our concern that it may be hard to key in diagonal moves might not be a problem. The controller felt snug and comfortable in our source's hands, but whether it will suit those with big mits is another matter altogether.

A Sony spokesman confidently stated that PS will be ready for Japanese release in December. He squashed rumors about the price being as low as ¥30,000 (about $290.00), and stated that ¥49,800 (about $460.00) would be the safest bet. (He did not, however, commit himself to that price.)

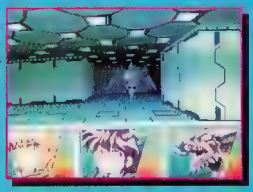
Sony plans to release its own line of software

On the software side, it appears that Sony is not about to repeat the mistake of having only a dismal selection of first generation games available, like the more recent CD systems. By shoring up third-party licensee support, Sony hopes to have as many as 27 titles ready for release by year's end, including four of their own games. The first of these is Poly Poly Circus GP, a wild and cartoon-like racing game with impressively smooth polygons. Featuring characters designed by Susumu Matsushita, the artist responsible for doing the covers of the weekly *Famicom Tsushin* magazine, the game looks both hilarious and exciting with intense courses. Though far from complete (basic graphics and the non-existence of collision detection), Poly Poly Circus GP looks very promising.



SCE also plans to have ready Philosoma, a stunning intergalactic shooter which was formerly entitled ORA-194. It shows off PS's graphic capabilities by shifting viewpoints of the game automatically for sideview, 3-D viewing forward, and even backward! The perspective changes are smoothly linked with superb CG cinemas that get the adrenaline pumping.

Also planned for release in December by SCE are Crime Crackers, a real-time RPG in futuristic 3-D dungeons that mixes Dungeon Master with Wolfenstien 3-D, and V-Zone, a pachinko (a weird Japanese derivative of pinball without flippers) simulator. It contains replicas of 10 popular machines found at pachinko parlors everywhere. It is possible to change the views different ways including diagonal close-ups.



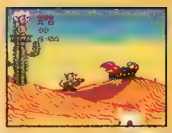
Sony displayed Popolochlois Story, an RPG featuring high-grade anime cinemas. The release date for it is unknown.

WE'RE LOOKING FOR A FEW GOOD MICE!

Characters from the popular animated movie, "An American Tail," and the hit home video are now in America's Most Wanted video game!

"Fievel Goes West," for play on Super NES, features the world's feistiest mouse in a Wild West adventure with multiple levels of challenging fun. Incredible graphics and awesome stereo sound bring the magic of the movie right to your fingertips.

Yep, pardner, mosey on down and lasso it for yourself!



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Grand Prize includes:

- Two-night hotel stay and rental car
- Two-day admission passes to Universal Studios Hollywood
- Round-trip air transportation to Los Angeles on USAir

UNIVERSAL STUDIOS Hollywood 30th ANNIVERSARY

Celebrating 30 years of movie-making action, adventure and fun.

USAir

The Official Airline of Universal Studios Hollywood

Mail completed entry form (copies okay) before October 10, 1994 to: "Fievel Goes West" 8652 Thornton Ave • Newark • CA 94560

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

PHONE (_____) _____

BIRTHDATE Month/Day/Year _____

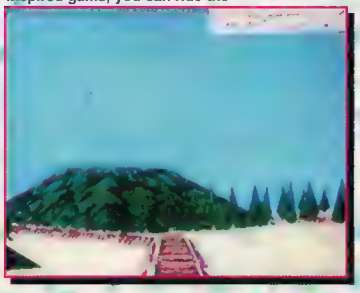
No purchase necessary. Limit one entry per household. Winners notified by telephone. Winners under 18 must be accompanied by parent/guardian. Entries must be postmarked by October 10, 1994. Entry forms provided by Hudson Soft USA, Inc. at last equivalent of 2 business days. Not responsible for certain costs. Other restrictions apply. Entries restricted to Continental U.S. only. Void where prohibited. Trip must be taken prior to May 1, 1995. Employees of the sponsors of Universal Studios Hollywood and their families are ineligible. Prizes are subject to availability and are not redeemable for cash. Taxes apply. For complete entry rules and the winners send a S.A.S.E. to the address above. © 1994 Universal City Studios, Inc. "An American Tail: Fievel Goes West" © 1991 Universal City Studios, Inc. & Amblin Entertainment, Inc. All rights reserved. Licensed by MCA/Universal Merchandising, Inc.

Third parties had several surprises at the show.

Artdink

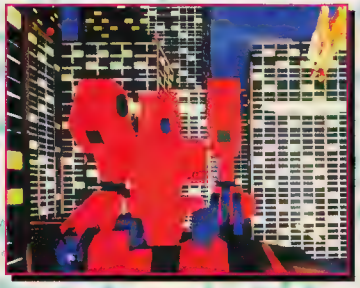
Artdink exhibited their hit PC simulation A-IV (A-Train IV). As a new feature to this SimCity inspired game, you can ride the trains you build and go through polygon towns, cities, and countrysides in the first-person view.

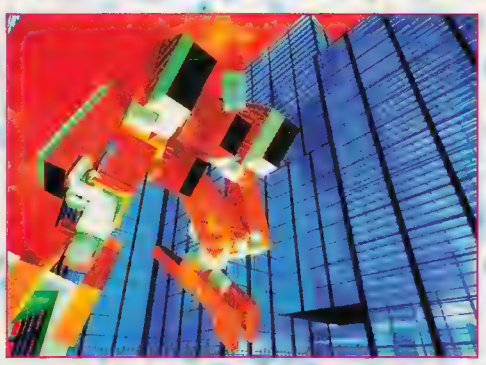
Ardink's Aquanaut's Holiday was also interesting. It didn't appear to be a game, but more of an interactive ultra deep-sea diving simulator full of strange polygon fish and undersea life. It might be fun to take a stroll in deep water just to get away.



Pony Canyon

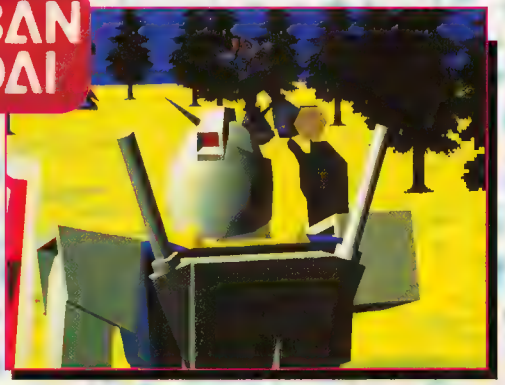
Pony Canyon also had a 3-D polygon robot fighting game on show called Metal Jacket. In this awesome fighting game, up to eight PS systems (and TVs) can be networked to engage in over-the-top metal carnage. This should be ready for a December release.





Bandai releases an awesome new fighting game!

Bandai's Gundam, despite being far from complete, looked impressive. It is a multiple view 3-D fighting game featuring Gundam robots rendered in smoothly shaded polygons. The game speed of the development version was slow, even allowing that these are supposedly hunks of heavy metal. Yet, the movements were realistic including a smooth sequence showing an enemy Zaku unholstering and aiming a beam machine gun. Featuring robots from the groundbreaking robot anime series, *Gundam*, could be great just from its looks alone.



Baseball so real it's unreal.

Tecmo® 16 bit Sports games are unmatched in the true-to-life control you have over every aspect of the game.

But we don't have to tell you that.

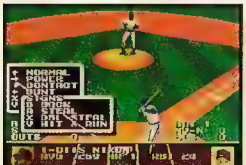
You've already played Tecmo® Super NBA® Basketball™ and Tecmo® Super Bowl.™ But just in case you've been on an extended vacation to ***never-never land***, ***We'll show you.***

You have complete control over batting order

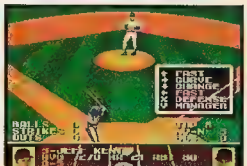
Team control modes include Coach, Computer, Manual and Skip

Season Schedule displays games played, in progress and to be played

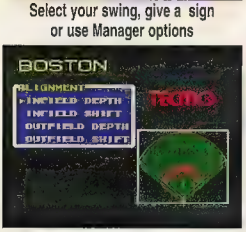
Select a Pinch Hitter with all pitcher stats displayed



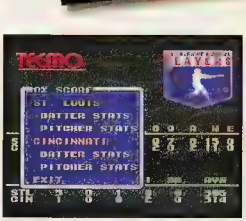
Select your swing, give a sign or use Manager options



Select your pitch, choose your defense or use Manager options

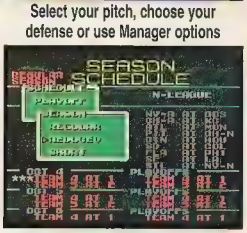


Change your defensive formation for any situation



All the game stats you could want, with battery back-up!

Comprehensive stats for all 700 MLBPA players



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KONAMI shows off its new lineup for PlayStation

Konami came up big with Super Parodius. The off-kilter arcade shooter spoofing the classic Gradius series appears to have been captured entirely without fault. Arcade aces all agreed that the show version (stage one only) was virtually indistinguishable from the hit coin-muncher. The only drawback was some slow-down for Two-player Mode,

although a Konami spokesman promised that it will be remedied for the real thing. As an added bonus, Konami announced that SP will be coupled with the original arcade Parodius.

Konami also announced that they hope to have the PS version of SFC Live Power Baseball and arcade Twinbee Puzzle Ball ready for release by years end. LPB should be excellent as the original SFC game is an outstanding piece of game design. Featuring a unique new pitching and batting system, the SFC original redefined the seemingly saturated genre of baseball games. Twinbee Buzzle Ball is based on Konami's latest Tetris-inspired game featuring the use of the comical Twinbee shooter series.

The show's biggest surprise was a wicked 3-D fighting game in the same style as Sega's Virtua Fighter. The show version featured two fighters bearing translucent swords engaged in close combat with changing perspectives. Though nowhere near complete, the fighters were rendered in smooth polygons that made them look more realistic than the Lego block fighters in Saturns VF (30 percent complete Toy Show version). Movements were extremely fast and fluid with easily executed tumbles, rolls, and jumps. Combo moves, hit checks, and other Dynamic aspects have not yet been programmed in, however. Major graphic improvements including the addition of textures were also promised for what already appears to be a blazingly hot game. Too bad, but the third-party developing this game refused to reveal its identity. Nor were we allowed to take any photos. Without a doubt, however, this has all the markings of a great fighting game.

Namco was not in attendance at the show. We managed to find out that they are driving to get Ridge Racer ready for year end release, with Cyber Sled and Star Blade to follow next year.

The selection of games at display at the SCE's show and other licensee games in development paint a promising launch of the hotly tipped PlayStation. Games like Poly Poly Circus GP, Super Parodius, Live Power Baseball, the mystery 3-D fighting game, and Ridge Racer should really help to break in the system in Japan. Will they be enough to make consumers open their wallets this Christmas season? (Remember, Japan will be getting Saturn, Super 32X and NEC's PC-FX all about the same time, not to mention 3DO and existing game systems.) The gaming public will vote with their money!

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VISUAL CONCEPTS

SPECIAL FEATURE!

MK II HITS HOME AT LAST ON ALL FORMATS!

MORTAL KOMBAT II

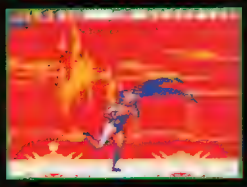
Fatality!!!

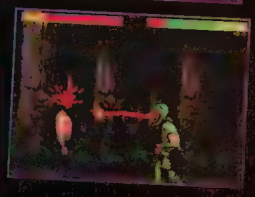
Mortal Comparisons

Below are some simple comparisons of the systems. The Super Nintendo has the best graphics and sound, while the Genesis lacks color and sound just as the first game did. The Game Gear and Game Boy versions are quite good for their respective systems' capabilities.

Fight!!!

SNES | GAME GEAR | GAME BOY | GENESIS





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COMPLETE SNES MOVE LIST

Baraka:
Blade Swipe: Back+Y
Blade Fury: Back, Back, Back, B
Spark: Down, Down Back, Back, Y
Fatality 1: Back, Back, Back+Y
Fatality 2: Back, F, Down, F+B
Pit Fatality: F, F, D+X
Friendship: U, U, F, F+X
Babality: F, F, F+X

Cage:
Shadow Kick: Back, F+A
Uppercut: Back, D, Back+Y
Low Fireball: D, DF, F+B
High Fireball: D, D Back, Back+Y
Low Blow: Block+B
Fatality 1: Back, Back, Back+Y
Fatality 2: D, D, F, F+B
Pit Fatality: D, D, D+X
Friendship: D, D, D, D+HK
Babality: Back, Back, Back+HK

Jax:
Backbreaker: Block
Wave Punch: D, DB, Back+X
Ground Smash: Hold B
Gotcha: F, F+B
Multislam Throw: B, then Y repeatedly
Fatality 1: Hold LP, F, F, F
Fatality 2: Block 4 times+B
Pit Fatality: U, U, D+A
Friendship: D, D, U, U+A
Babality: D, U, D, U+A

Kitana:
Fan Swipe: Back+Y
Fan Throw: F, F+(Y+B)
Fan Lift: Back, Back, Back+Y
Air Attack: Half Circle front to back+Y
Fatality 1: Hold A + F, F, D, F
Fatality 2: Blk, Blk, Blk+X
Pit Fatality: F, D, F+X
Friendship: D, D, D, U+A
Babality: D, D, D+A

Kung Lao:
Shield: U, U+A
Teleport: D, U
Hat Throw: Back, F+B
Air Dive: D+X
Fatality 1: F, F, F+A
Fatality 2: Hold LP(Back, Back, F)
Pit Fatality: F, F, F+Y
Friendship: Back, Back, Back, D+X
Babality: Back, Back, F, F+X

Liu Kang:
Low Fireball: F, F+B
High Fireball: F, F+Y
Flying Kick: F, F+X
Bicycle Kick: Hold A
Fatality 1: Back, D, F, U, Back
Fatality 2: D, F, Back, Back+X
Pit Fatality: D, Back, F, F+A
Friendship: F, Back, Back, Back, A
Babality: D, D, F, Back+A

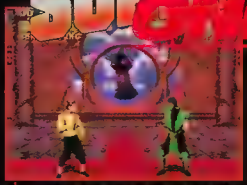
The Super Nintendo version of MKII is the closest any of us will actually come to having the arcade game in our own home. The graphics are excellent, the sound could be better, but the feel takes the cake. All combos work here. Neck and hop kicks are welcome

additions as well, making the play much less restricted than that of the first MK. The blood slows the game play a little, especially in moves such as Baraka's Blade Fury—but these instances are rare. Unfortunately, the sound just really lacks the "bang" of the arcade.

All of the secret guys and all of the arcade options are here!

Blood, glorious blood—the only thing missing from the prequel.

SUPER NES GWY



The purple wizard in the back is absent in all other versions.

Cage has green fireballs! You won't see that on the Genesis!

Mileena
Roll: Back, Back, D+X
Sai Throw: Hold Y
Air Drop: F, F+A
Fatality 1: Hold X
Fatality 2: F, Back, F+B
Pit Fatality: F, D, F+A
Friendship: D, D, D, U+X
Babality: D, D, D+HK

Raiden
Shock: Hold Y
Lightning bolt: D, DF, F+B
Flying Thunder: Back, Back, F
Teleport: D, U
Fatality 1: A 5 sec., release, tap BL
Fatality 2: Hold Y

Reptile
Acid Spit : F, F+Y
Force Ball: Back, Back+Y+B
Invisibility: Bl, U, U, D+Y
Slide: Back, Bl+B+A
Fatality 1: F, F, D+X
Fatality 2: Back, Back, D+B
Pit Fatality: Bl, D, D, U, D
Friendship: Back, Back, D, A
Babality: D, Back, Back, A

Shang Tsung
1 Fireball: Back, Back, Y
2 Fireballs: Back, Back, F, Y
3 Fireballs: Back, Back, F, F, Y

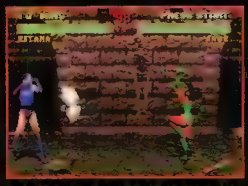
Morphs
Baraka: D, D, A
Jax: D, F, Back, X
Johnny Cage: Back, Back, D, B
Kitana: Bl, Bl, Bl
Kung Lao: Back, D, Back, X
Liu Kang: Back, F, F, B
Mileena: Hold Y
Raiden: D, Back, F, A
Reptile: Bl+U, D+Y
Scorpion: Hold Bl, U, U
Sub-Zero: F, D, F, Y
Fatality 1: Hold X
Fatality 2: Hold Bl, U, D, U, A
Pit Fatality: Hold Bl, D, D, U, D
Friendship: Back, Back, D, Back, X
Babality: Back, Back, F, D, X

Scorpion
Spear: Back, Back, B
Leg Takedown: 1/2 circle back, A
Air Throw: Bl in midair
Teleport: D, D back, Back, Y
Fatality 1: Hold Bl, U, U, Y
Fatality 2: Hold Y, D, F, F, F
Pit Fatality: D, F, F, Bl
Friendship: Back, Back, D, A
Babality: D, Back, Back, X

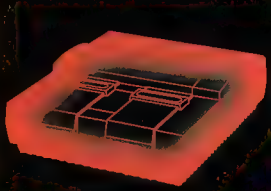
Sub-Zero
Ground Freeze: D, D Back, Back, A
Deep Freeze: D, DF, F, B
Slide: Back+Bl+B+A
Fatality 1: Hold B, Back, Back, D, F
Fatality 2: F, F, X/F, D, F, F, Y
Friendship: Back, Back, D, X
Babality: D, Back, Back, X

Almost all of the projectiles are drab in other versions of MKII.

You won't be seeing these cool battle screens anywhere else.



Goro's Lair can only be seen in the Super NES version.



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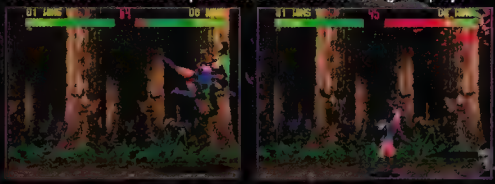
GENESIS

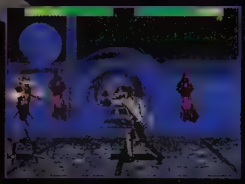
Check out the Genesis version of MK II. It has all of the characters, the same fatalities, and you can even perform all of the combos, like Kitana's four-hit and Scorpion's three-hit combo. The game plays

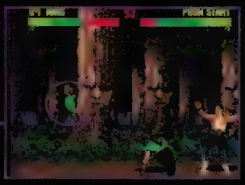


very well, but the colors and sound definitely leave something to be desired. For example "the Toasty Guy" is black and white! Some of the sound is lost in the translation from the arcade to the Genesis.

Sub-Zero's ground freeze sounds like an extrication of noxious fumes. Overall it is a good translation of the arcade.

HIDDEN CHARACTERS!





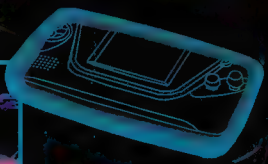
GENESIS SUPPLEMENT MOVE LIST

To perform all the characters' moves on the Genesis version, simply follow the Super NES move guide and substitute these buttons for the Super NES buttons:

Super NES	Genesis
B	A
Y	X
X	Z
A	C

Note: This works with the exception of two moves. They are: Baraka's Blade Spark which is 1/4 circle Back, A; and Reptile's and Sub-Zero's slide which is Back + Z + C.

GAME GEAR



FATALITIES

arcade version. Check out the pictures!

The Game Gear has all the same fatalities as the

HIDDEN GUYS

substituting buttons. Just like in the arcade.

Jade and Smoke are here, too. Get to them by

BOSSES

here, and their special moves are intact.

Kintaro and Shao Kahn are beautifully rendered

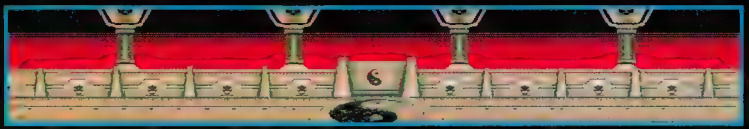
GAME GEAR SUPPLEMENT MOVE LIST

To perform all the characters' moves on the Game Gear version, simply follow the Super NES move guide and substitute these buttons for the Super NES buttons:

Super NES	Game Gear
B	I
Y	I
X	II
A	II

Note: This works with the exception of certain moves. These moves are: Liu Kang's Low Fireball (which is D, F, I); and Shang Tsung's morphs. His morphs are:

Jax: II 2 sec., D/R
Kitana: II 2 sec., D
Liu Kang: II 2 sec., L
Mileena: II 2 sec., U
Reptile: II 2 sec., U/L
Scorpion: II 2 sec., D/L
Sub-Zero: II 2 sec., R



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GAME BOY

FATALITIES

different, like Liu Kang's Dragon Kick.

All the fatalities are here, but some are a little

HIDDEN GUYS

before the question mark. Smoke is here, too.

Get to Jade by using low kick in the round

BABALITY/BOSS

on the GB. Shao Kahn is here.

Babalities seem fairly simple

To perform all the characters' moves on the Game Boy version, simply follow the Super NES move guide and substitute these buttons for the Super NES buttons:

Super NES	Game Boy
B	B
Y	B
X	A
A	A

Note: It is extremely hard to perform friendships in this version. Even the easiest one, (Kitana's D, D, D, U, Kick) is extremely hard if not impossible. To get to Jade, you have to only use low kicks, which means only the down and holding back kick moves. No roundhouses or any special attacks that involve holding or tapping forward and kick. Those are all high kick attacks.

Mortal Kombat: The Merchandise

The universe of the Outworld has been exploited for a number of years now. But with the upcoming film of the same name, you will see the hype of Mortal Kombat grow to infinite proportions. There is a Mortal Kombat comic book, along with an MK II comic book, that really tells the complete story of Midway's ability. They are drawn by John Tobias, one of the creators of the game and the story is excellent. The Mortal Kombat II compact disc brings home the music of MK I & II at the best possible quality. There is also Death Jam, mixing sounds with techno-type music. A line of trading cards by Classic is now available, and the line depicts all aspects of the first Mortal Kombat game and will eventually go through the second game and characters. For the MK II game itself (which is due on "Mortal Friday," September 9) a specially produced MK II commercial will run on over 1600 movie screens nationwide, the same way Maximum Carnage was publicized before its release. Radio and television will follow, as the 10 million dollar express train rolls on. Ever been sitting in an Aladdin's castle arcade waiting to play MK II and looked up at a screen to watch a video? Yup, the MK II spot will be there too. This is the commercial that was shot in Australia starring Kitana, Reptile, Baraka, Sub Zero, Scorpion, and Shao Kahn. The spot looks incredible—the fighting styles and the costumes look even better than the video game! Acclaim released Mortal Kombat on "Mortal Monday," September 13, 1993, and went on to sell more than six million units, making it one of the best-selling titles in video game history. Mortal Kombat II promises to be even better with all the fatalities, friendships, babalities, and pure action of the arcade, even on the Super Nintendo! It's all coming your way starting this September, all from Midway and Acclaim.

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I'M MEAN!

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I'M GONNA 'VIN!

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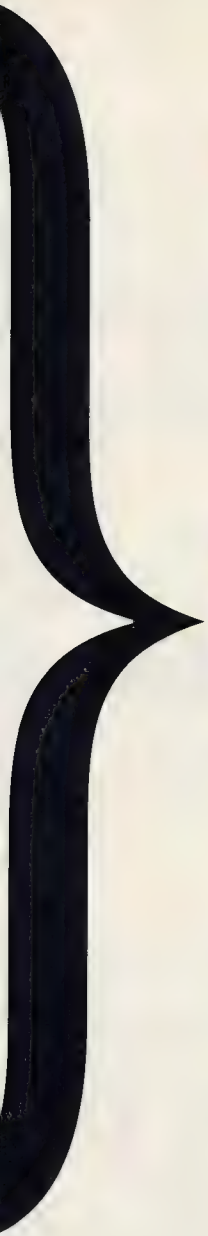
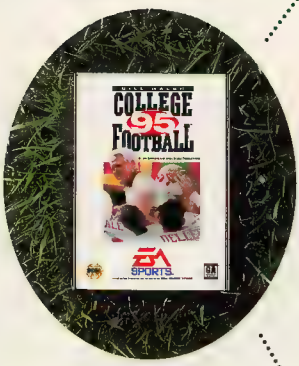


Introducing windowless passing for an unobstructed view of your receiver [unless he's got a cornerback in his face].



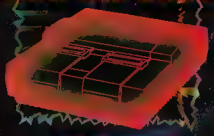
Position stats tracked all season long let you know who's hitting and who should be hitting the showers.

If it's in the game, it's in the game.™

New ability to check energy levels adds fatigue factor to the game. Cot not included.

From formations like the Veer, Flexbone and Tee [Notre Dame in the red zone] you can run 36 new plays that would make Bill Walsh smile [or cry].

This box contains 100% real college teams, helmets, logos, colors, nicknames, rules, plays, polls and traditions. Nothing artificial. Dig in.



FACT FILE
Sonic Blast Man 2 by Taito

THEME	FIGHTING
MEGABITS	12
% COMPLETE	90%
AVAILABLE	DECEMBER
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings ☑
- # of Lives ☑
- # of Continues ☐
- Button Configuration ☑
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☐

Notes: Has a two-player simultaneous option!

SONIC STUDI

Sonic Blast Man 2 is finally out for the Super NES. As opposed to the original Sonic Blast Man, Sonic Blast Man 2 has three characters to choose from instead of just Sonic Blast Man. The game is definitely one of the better side-scrolling fighting games.

One of the good things about the game is that each of the characters has a different fighting style, special moves, and combos. Another plus is that your enemies change as the levels progress unlike some of the other side-scrolling fighting games.

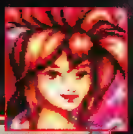
One thing I don't understand is why does it seem like Captain Choyear and Sonia are better characters than Sonic Blast Man himself?

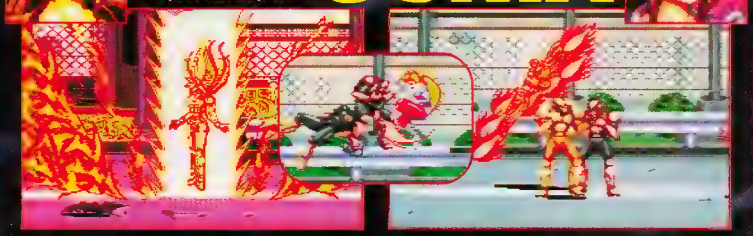
Other than that, this game is a step ahead!

- Mike Desmond

Sonia is an agile fighter with her own fighting technique. Her attacks take off less power, but her speed makes up for it!

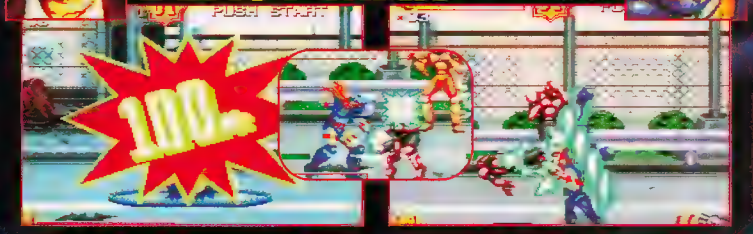
SONIA





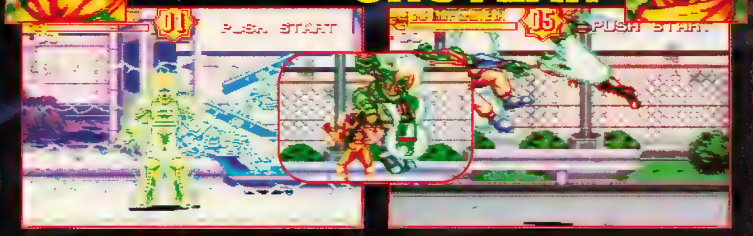
SONIC BLAST MAN

Sonic Blast Man has some great combos. His bionic armor packs a very powerful punch!



Captain Choyear is the slowest of the three fighters due to his heavy armor, but he is the most powerful!

CAPTAIN CHOYEAR



YOUR WORST NIGHTMARE!

Careful! This guy blows up.

When killed, he releases food.

His gun is deadly.

Mr. Pogo will dash at you.

His shield is added protection.

LEVEL 1: OUTSIDE THE DEFENSE CENTER

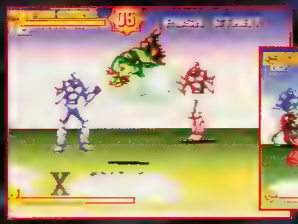
Break various items in the street to obtain power-up icons!

Careful! This line of enemies is ready to jump you at all angles.

The Mid-Boss is very strong. Use your combos to kill him!

Use your super powers only when overwhelmed with enemies!

LEVEL 2-THE PLANE



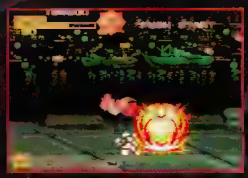
You must infiltrate the plane and recover the hostage pilot!

Watch your back or you'll get hit from behind!

You must kill all the enemies to recover the hostage pilot.

Attack the Boss at an angle or you'll be pelted with missiles.

LEVEL 3-"S" PORT



Careful! The exploding cyborgs will sneak up on you.

Super moves will definitely help on the "S" Port!

Break open the boxes to retrieve power-up icons.

To kill this Mid-Boss get close to him but avoid his nunchukas.

SUPER NES

ROBOTREK

FACT FILE
ROBOTREK
by Enix

THEME	RPG
MEGABITS	12
% COMPLETE	100%
AVAILABLE	NOVEMBER
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☑

Notes: Easy game play for the novice RPG fan to learn on

Fighting in this game is fierce. You'll have a list of enemies.

You must learn which techniques to use on which enemies.

The special attacks are very effective, but take a long time to charge after you've used one. The special attacks usually wipe out the enemy in one move, but not always. Charging leaves you wide open for any enemy attack, so it's not good to charge all the time. Use the sword attack if you're next to an enemy so that you don't have to charge for a long time.

The transceiver in this game is very important. With it, you can save virtually anywhere and gain access to talk with Nagisa. She will ask if you want to save your game. Also, she'll give you hints if you don't need to save. Save the game right before a trouble spot to make it faster.

Total Trek War!

Space ... there are tons of different life forms out there. In space, we'll center on a planet called Quintenix and a town called Rococo. Everybody loved to live in Rococo—for a while anyway, until the Hackers showed up. The Hackers are a bunch of rogue pirates who love to rob, destroy, and disrupt anything and everything in sight and they have chosen Rococo. The hackers use a bunch of androids to attack for them. An inventor and his son move from Rococo to get away from the nasties. The inventor's son wants to be an inventor just like his dad. You play as that son. Start the game in a new town. From there you can explore and begin your trek. This game is cool because you don't actually use your character to fight—he controls robots that he sends into battle. This game is definitely engineered for a younger generation, but veteran RPGers will enjoy it too.

- John Gurka

Choose your own Powers!

Special attacks are made by choosing from your L, R, or X button. When you build your robot, you can enter a series of these buttons to make a special attack. There are lots of different combinations and you must try each one out in battle to see what they do. Once you see what they do and how much damage they inflict, then you can decide whether to keep it or try another combination.

XRR
Jumps behind enemies and slashes them twice.

RRX
Slashes enemy twice and pushes back to other side.

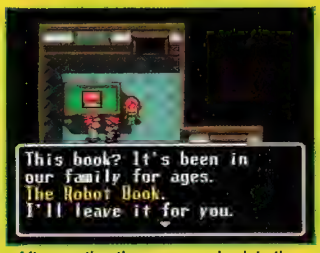
RXR
Warps over to enemies and slashes each enemy once.

LX
Your robot flashes and inflicts damage on enemies.

LLR
Shoots enemy twice and runs in for one slash.

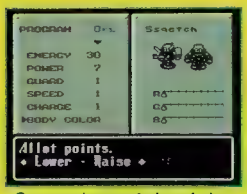
LLL
Shoots one enemy in each row for up to three shots.

When you get out of bed, go down until you meet Nagisa. She will tell you to go north to meet the mayor.



After meeting the mayor, go back to the house and your father will let you read *The Robot Book* so you can make a robot.

Read the book and Nagisa will show you a machine. Use that machine and the 2000 gold from the book to make a robot.



Once you've created a robot, you must divvy up his attributes and create his special powers.

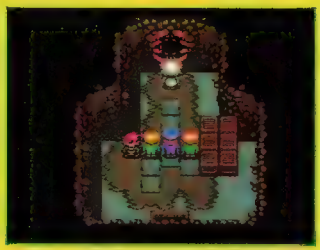
Now you must venture to your father's house in the 'burbs and watch as a hacker tries to bribe your father over to his side.

When you leave your father's house, an enemy will try to kidnap you. You must fight him to get away.

The enemy will attack and you will get your first taste of battle. Defeat him and go tell your father what has happened.

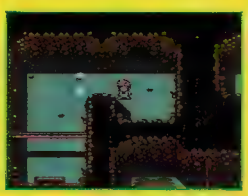
Go back to the town and you will find out that some children have gotten lost in a cave and need help getting out.

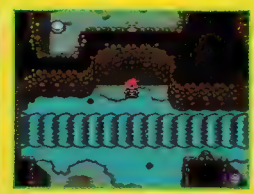
Journey through this level in order to get to the caves. Build up experience before attempting to go through here.



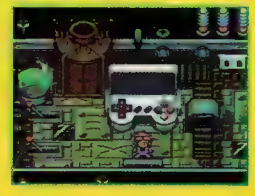
Here you will find out that Dr. Einst is not the nice guy he seems to be. You must find another way to get into the cave.

The children are in the cave!





The cave is filled with lots of difficult enemies and traps. The first priority is to find the rusty drill. You must clean the drill so you can use it to get through walls. The river will take you to other locations.



There are tons of things to do with the inventor's machine. Use it to combine items and make more powerful ones.

You can also recycle (sell) items you don't need for some much needed cash. You can make up to three different robots and you will need all three. You can also heal your robots here—for a fee.

SUPER NES

SPARKSTER

THE LEGEND LIVES ON!

FACT FILE

Sparkster by Konami

THEME	ADVENTURE
MEGABITS	8
% COMPLETE	100%
AVAILABLE	OCTOBER
# PLAYERS	1
# LEVELS	9
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings ☑
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☑
- Sound/BGM Test ☑
- Password ☑
- Battery Back-Up ☐

Notes:

THE KNIGHT IS BACK!

If you're looking for a game that has superb control, excellent graphics, and tons of hair-pulling levels, check out Sparkster! Based on the Rocket Knight Adventures previously released for the Genesis, Sparkster will debut on the Super Nintendo this fall, and it looks to be one of the hottest titles coming out from Konami. Sparkster is a Knight, on a quest to save the beautiful princess from a slew of mechanical villains. One of the best features in this game is the way it controls. Sparkster is one of the few adventure games that fully utilizes every button on the Super NES controller. It may take you a little while to get used to the way Sparkster controls, but once you do, watch out! This little guy may look cute, but he has the attitude of a pitbull, and is as quick as a human cannonball! There seem to be a lot of games out there that are Mario and Sonic rip-offs; this is definitely not one of those! Sparkster is in a class all by itself. Check it out!

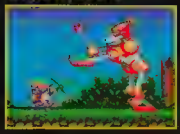
Mark LeFebvre

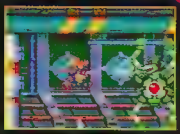
Level 1

Begin your quest in the forest. Fight off the guards, and try to make it to the spaceship before you lose the princess forever! You're her only hope!

There are many gems in the forest area. Check the trees!

This mechanical monkey is no match for your powers!



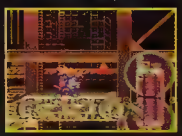


When you make it inside the ship, prepare for the worst!

Level 2

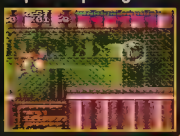
Level Two puts you in the middle of an industrial area! If you plan on making it out of here alive, follow the arrows, and watch out for the burning pits!

Watch your foothold when you get near the steel rollers, or else!



To defeat the Mid-Boss, attack it by rocketing on a 45 degree angle!

There are many hidden areas with tons of gems and power-ups to grab!

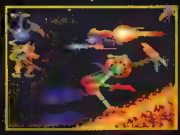


Level 3

In Level Three, you control a mech resembling a chicken that moves like lightning! You have the option of controlling either the mech, Sparkster, or both!

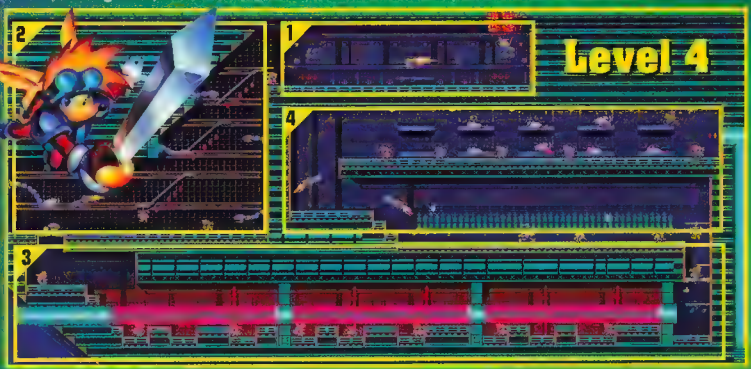
When in the mech, you can control the speed, height, and weapon.

When outside the mech, you have full control of Sparkster.

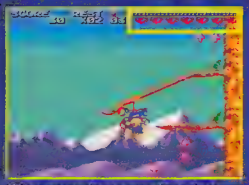


Mid-level, you will find the "Mad Bomber." Go Sparkster!

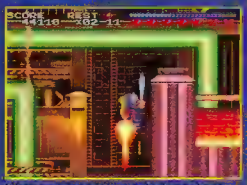
Below is a map of part of Level Four. The action here takes place on a giant ship filled with evil villains! The entrance to the level is at Area 1. At Area 2, you must battle the robots, as you grab as many gems as you can. When you get to Area 3, duck the radiation beam or you'll be toast in no time. Area 4 is the sleeping quarters for the guards; run for the pipe and head for the second part of the level! Good luck!



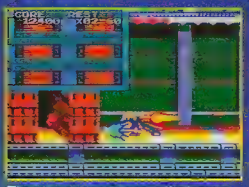
MASTERING THE MOVES !



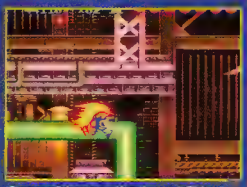
When you charge up the shot meter, you can launch Sparkster in any direction.



You can use the rocket pack to attack, but you can also use it to reach new areas!



There are many areas that may not look accessible, but can be reached with a little speed.

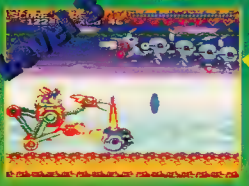


Once airborne, the L and R buttons on the top of the controller will spin Sparkster either way.

SHOOTER ?

You will be treated to an awesome shooter at Level Seven! Take out the ship, then destroy the madman with the boxing gloves!

BOSSES !



MULTITAP "EXPLODES".

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WILD GUNS

Grab your gun for some serious gun-toting nasty-blasting action!

FACT FILE

Wild Guns
by Natsume

THEME	SHOOTER
MEGABITS	8
% COMPLETE	100%
AVAILABLE	OCTOBER
# PLAYERS	1 OR 2
# LEVELS	7
CHALLENGE	VARIABLY HARD

OPTIONS CHECKLIST

- Difficulty Settings ☑
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☑
- Sound/BGM Test ☑
- Password ☐
- Battery Back-Up ☐

Notes: Has different characters to play as, each with different abilities.

CABAL GOES WEST

Although this may at first look like a Cabal take-off, this game has more than enough original, redeeming qualities to keep any player interested.

I will admit, this game was a pain in the kiester to get through at first. The action is fast and furious, so you'd better brush up on your reflexes before attempting Wild Guns. Once you learn the patterns of the enemies it's not too bad, but there's always that chance of being shot in the side of the head by an enemy you didn't see before.

The sounds are excellent, and the graphics are large, bright, clear, and impressive!

Despite the fact that you'll probably lose several years of your life due to the aggravation while playing, this cart is worth the time to check out.

Unfortunately this game lacks replay, and is pretty short. I recommend renting as opposed to purchasing this title.

It's difficult, but addictive. Wild Guns should prove to be one explosive title.

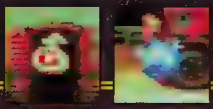
- Jason Streetz

Watch for the guys who come in close. Clock 'em with your gun.

Choose from two gun-toting heroes to save the Wild West!

BACK-UP POINTS

Be sure to collect the various point icons throughout the stages for big scorage!



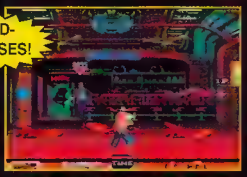
CARSON CITY

AREA 1

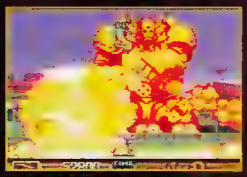
AREA 2

BOSS

Get ready for some rootin' tootin' shootin'. (ha!)



Just spray the Mid-Boss with fire and he's done.

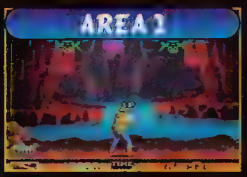


Dodge the missiles that drop from above, then let him have it.

DESOLATION CANYON

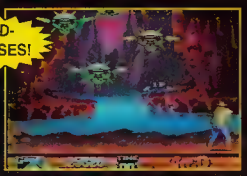
AREA 1

AREA 2



BOSS

Start by taking out some sharp-shooting shrubbery.



Look carefully for the enemies in the background!

Watch for the Flame Whip and avoid its missiles!

YOUR WITS BETTER BE AS SHARP AS YOUR DAGGER.

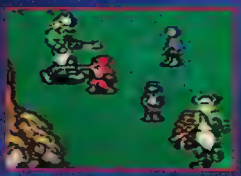
THE LORD OF THE RINGS™

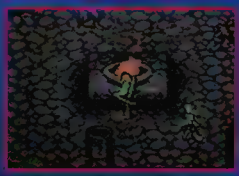
J.R.R. Tolkien's epic saga, The Lord of The Rings, comes to life on your Super Nintendo Entertainment System. As Bilbo Baggins, you'll join The Fellowship in their quest to find the one ring that has the power to destroy Middle-earth. You'll match your wits, your strength and your cunning against the evil Lord Sauron and his sinister servants.

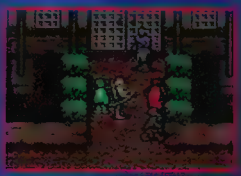
- The largest use of rotoscoping in any SNES game ever produced– thousands of frames of rotoscoped animation.
- Each character has his own unique personality and decision-making skills.

If you are one of the millions who have read the classic trilogy, or if you've come to The Shire, you'll be captivated by this ultimate fantasy adventure role-playing game. There's nothing like it on earth.

- First action/adventure RPG with multi-player real-time combat.
- Friends can join the play or leave the game anytime without interrupting or restarting.







Nintendo

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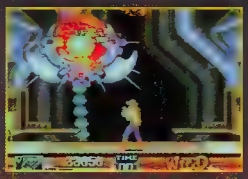
Irvine, CA 92714 (714) 553-6678

AMMUNITION DEPOT

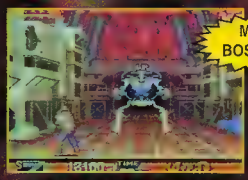
Be sure to take out the artillery at the right of the screen.

Totally destroy each tank for extra points/icons.



Keep plugging this thing in the "eye" for victory!

CITY-SCAPE



The foes in the distance will distract you from peril up close.

This Mid-Boss is a pain. Just keep shooting the center.

Don't let him stun you or it's all over. Blast him in the eye!

ARMORED TRAIN

Watch out for the dynamite throwers on this stage.

Be sure to take out the turrets before attacking other targets.

He's fast, and he's got back-up. Pace your shots to his moves.

FOUR DIFFERENT COLORS!

FOUR DIFFERENT PATHS

Select the order of the four stages before the final areas!

FOUR DIFFERENT WEAPONS!

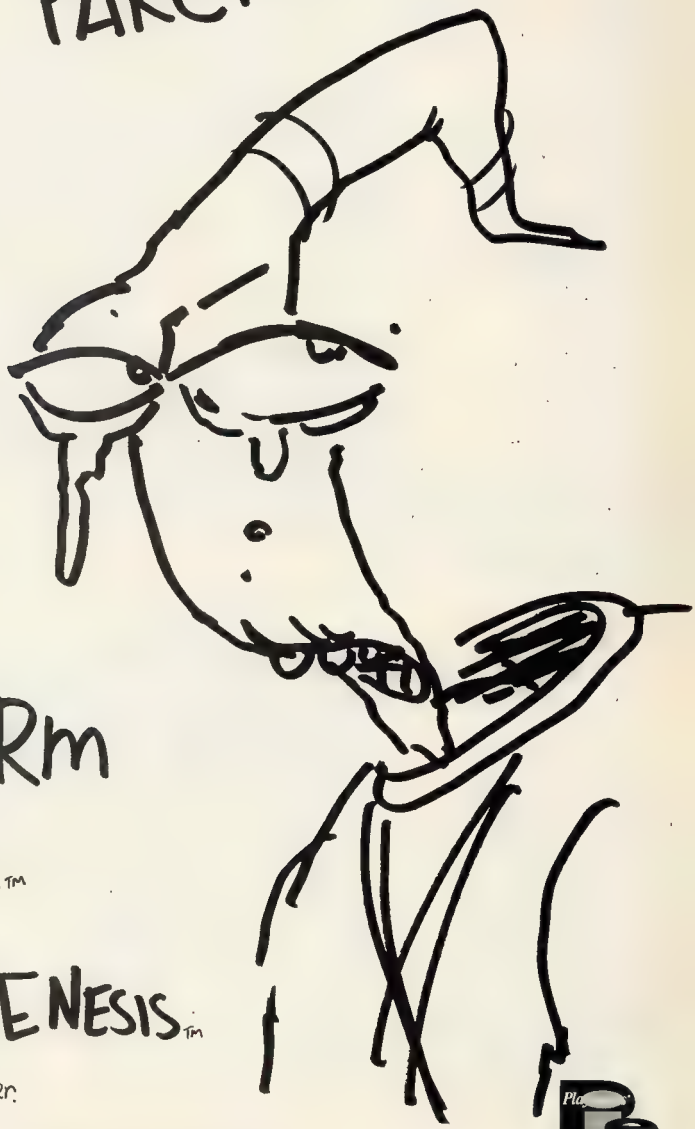
Grenade Cannon: Has the greatest explosive range and duration for maximum points.

Machine Gun: Lets loose with lots of shells, real fast. Great for mass-mowing.

Shot Gun: Has a greater explosive range than a normal gun.

Vulcan Gun: The ultimate weapon of destruction. A must-have!

PSY-CROW KILLED HIS PARENTS.



EarthWORm JIM™

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Shiny

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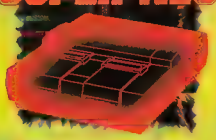
SUPER NES



FINAL FANTASY III

FACT FILE

Final Fantasy III by SquareSoft

THEME	RPG
MEGABITS	24
% COMPLETE	100%
AVAILABLE	OCTOBER
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☑

Notes: This game has dozens of other types of options to choose from.

I'm a Treasure Hunter!

Well, here it is. A game that a lot of people have been waiting two and a half years for. The wait is finally over and it shall not be a disappointment.

Long ago the War of the Magi laid the world to waste and magic simply seemed to disappear. About 1000 years have passed ... iron, gunpowder, and steam engines have been rediscovered. But, there are some who would enslave the world reviving the dreaded magic. Can it be that those in power are on the verge of making the same deadly mistake?

A rumor that an Esper has been found in a town has been circulating. The Empire has dispatched agents to find out if the Esper is still alive after all this time. One of the soldiers sent is a girl who has been enslaved and is being forced to attack the town.

I can only say to play the game yourself and find out how addicting it really is. It's been a long two and half years but as you can see, it's well worth it.

- John Gurka

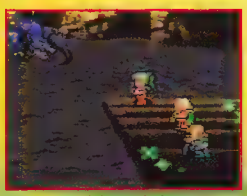
Locke

Locke is a thief (uh, I mean professional treasure hunter) who has the ability to steal items from enemies. There is a relic in

the game that turns your steal command into a sort of capture, which allows you to hit the enemies while you're stealing.

Terra

Terra is a very powerful magic-user. She starts off with a couple spells, but learns at a quick pace. Later in the game, she



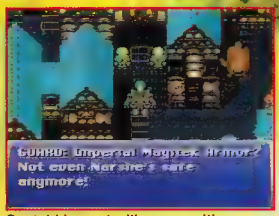
gets a special attack that strengthens your magic damage. She is definitely a character to keep in the party at all times.

Edgar

Edgar has the abilities to use different types of tools during battle. Each tool has a different style of attack. The auto cross-

bow, (far left) hits multiple enemies while his noiseblaster (above) confuses enemies. You even get a chain saw later on.

Later on in the game, you will have to defeat many dragons. They are all extremely tough and should only be taken on when your characters are at very powerful levels. Each dragon has unique attacks that are fairly obvious from their names. For example, an ice dragon will be susceptible to fire attacks and a fire dragon will be vulnerable to ice attacks. Use that information wisely.



You begin the game after the intro in the town of Narshe. You are to find the hidden Esper. However, you are not helping the Empire by choice. Emperor Gestahl is controlling you with a slave crown. All you can do now is defeat the town's citizens and find this frozen Esper. Make your way through the town north to find the cave that the Esper is supposedly being held in.

SOON: MORPHINOMENAL VIDEO GAMES

Morph into action when the number one Fox television show and the number one toy line in America become all new video games for your Game Boy,™ coming in July, and Super Nintendo Entertainment System, coming in September.

The Game Boy™ cart features all five Power Rangers™ and Super Game Boy™ compatibility.

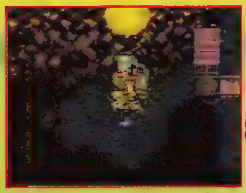
The Super NES™ cart features five teenagers who morph into Power Rangers™ in this 16 meg side scrolling action adventure game. Then a secret code magically transforms your game into a one-on-one fighting game. Two Player Simultaneous!

Video games this exciting can only be called "Morphinomenal."

fox kids network

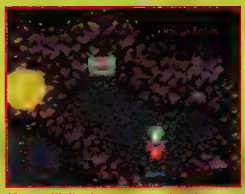
SABAN ENTERTAINMENT

BANDAI

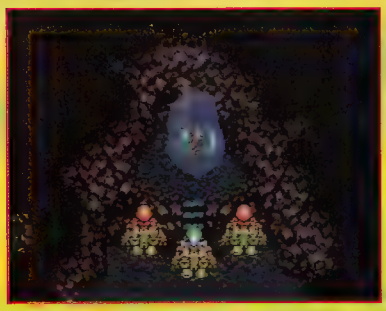


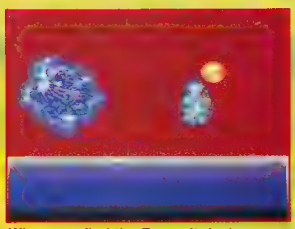
You can save anywhere on the world map, but in caves you need to find this blue dot.

The Moogles will help you out of a very rough situation.

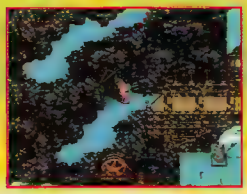


You will find treasure chests throughout the game. Make sure you open every one you see.

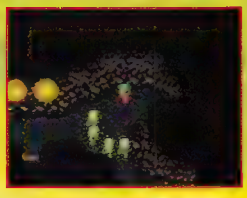




When you find the Esper, it destroys your companions, but spares you. Terra is knocked unconscious and awakens in a strange bed. An old man tells her that she was being controlled by a slave crown and will have temporary amnesia. Not long after that, the Empire's soldiers come demanding her return.



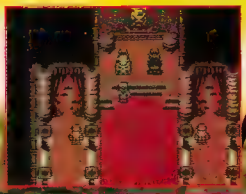
Terra takes off for the mines behind Narshe to prevent the Empire from taking her captive. But, they're not very far behind her!

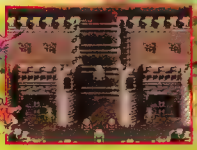


The Empire's soldiers trap Terra in a corner only to watch her fall through the floor, knocking her unconscious again.

Locke comes upon Terra and meets the Moogles. They decide to help fight the soldiers. You control three parties here.

Locke takes Terra to meet Edgar, King of Figaro Castle. There you learn that he supports a resistance against the Empire.

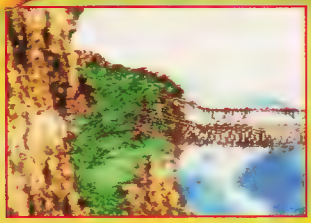




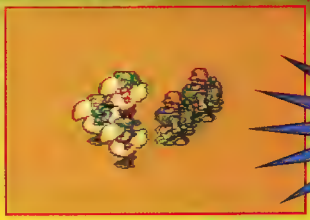
[illegible] in the Empire, comes looking for Terra at Figaro Castle. [illegible]

Edgar refuses to hand over Terra. Kefka decides to burn Figaro Castle. [illegible] some secret.

At one point in the game, you get to choose from three different paths and must go through all three of them to move on.



The story unfolds. There's still much to learn about Terra and why the Esper didn't kill her too. Will Terra join the Resistance? Why is the Empire interested in her? How can she cast magic?



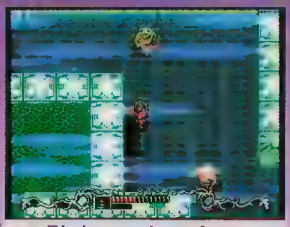
Check out the next *EGM* for an exclusive FF III interview!

BEWARE!

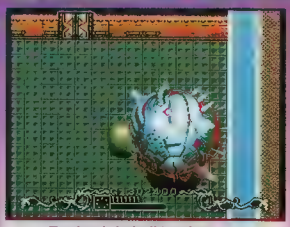
FROM THE CREATORS OF THE 7TH SAGA...

BRAIN LORD

Strange visions crowd my mind...
Reality or Dream?



This place seems to go on forever.
There must be a way out...



The door is locked! I can't get out!
I guess this is it...Do or DIE time!

My father is dead. Everyone thought he was crazy. I didn't.

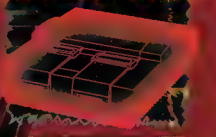
He believed that long ago, men rode the skies on the backs of dragons. They were called Dragon Warriors. Now, all the dragons have vanished. My father spent his lifetime searching for dragons...a life spent in vain. Now, I am the only descendant left. It is up to me to find the missing dragons.

ENIX
SUPER NINTENDO.

They say only the gifted can unlock the secrets of the many mazes that lie before me. "If you don't go crazy, you'll go insane." Whatever that means. It has been thousands of years since anyone has seen the dragons. I doubt I will live that long. I have a scrap of paper someone placed in my pack. I wish I knew who left it. Only one line is written: "Are you a Brain Lord?"

I hope so...

ENIX AMERICA CORPORATION • 2679 - 151st Place Northeast • Redmond, Washington 98052-5522



FACT FILE

SPIDER-MAN/VENOM: MAXIMUM CARNAGE
by Acclaim

THEME	FIGHTING
MEGABITS	16
% COMPLETE	100 %
AVAILABLE	SEPTEMBER
# PLAYERS	1
# LEVELS	26
CHALLENGE	DIFFICULT

OPTIONS CHECKLIST

- Difficulty Settings ❑
- # of Lives ❑
- # of Continues ❑
- Button Configuration ❑
- Sound/BGM Test ❑
- Password ❑
- Battery Back-Up ❑

Notes: Options may appear in the finished version of this game.

MAXIMUM LETDOWN

From the moment I picked up the controller and began playing this game, I felt disappointed. This cart has enormous potential; not only because of its subject matter (popular Marvel characters), but also from a strictly gaming point of view.

So much more could have been done with this title than a linear punch-'em-up game. The cinemas between stages are a nice touch, and are very well done, but not enough to keep this gamer interested.

From a technical point of view, the playability of this game has much to be desired. I like the variation of abilities you can select from (web-slinging, combos, shields, flipping...). Now if only they actually meant something. Sure, you can sling webs and flip, but when it comes down to it, you are just playing another beat-'em-up.

This game does have replay value, due to the fact that you have two different story lines to challenge, and this I like.

I wanted to review this higher.

Jason Streetz

NEW YORK

Start with a bang in the streets of New York, fending off thugs.

After a few fights and some climbing, confront your foes!

SPIDER-MAN

Spidey hits the streets of San Francisco searching for Carnage.

VENOM

Venom must clobber a few hundred people in San Francisco.

After a small high-altitude chase, catch up with Demogoblin.

Battle Doppleganger and Shriek again. Watch for Carnage!

MARVEL ACTION

Carnage is the ultimate foe for you to find and defeat!

Run into a tight fix? You have friends to help you out.

CINEMAS

Carnage could not be contained in prison as a man for very long. Now he's out, and *really* mad.

Carnage meets Shriek. They meet Doppleganger. Big-time bad news team-up!

Spider-Man has a line-up of special attacks to take care of the annoying street scum.

MAXIMUM CARNAGE

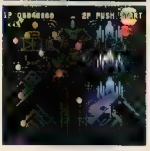
MARVEL CHARACTERS IN ACTION

Play as either Spider-Man or Venom. Other characters join the fray; some to help you. Look for the icons and collect them for assistance.

SMASH ARCADE HIT!!!

COMING THIS FALL

- 8 DIFFERENT FIGHTER PILOTS AND AIRCRAFT TO CHOOSE FROM
- 4 LEVELS OF POWER-UPS
- AWESOME SPECIAL WEAPONS
- BEAT 3 DIFFERENT FINAL BOSSES
- FIND HIDDEN SPECIAL BONUS STAGES
- EXPLORE 12 POSSIBLE ENDINGS
- UNIQUE 2P JOIN-IN FEATURE



AERO FIGHTERS

F-18 U.S.A.
ARTILLERY
SNAKE NAPALM
SPECIAL WEAPON
F.A.E

BLASTER KEATON

FSX JAPAN
ARTILLERY
NINJA MISSILE
SPECIAL WEAPON
NINJA BEAM

HI-EN

AJ-37 SWEDEN
ARTILLERY
METAL STORM
SPECIAL WEAPON
THOR HAMMER

KOHFUL THE VIKING

AV-8 U.K.
ARTILLERY
CROSS MISSILE
SPECIAL WEAPON
SUPPORTING BOMBER

VILLIAM SID PRIDE

F-14 U.S.A.
ARTILLERY
PHOENIX MISSILE
SPECIAL WEAPON
TOMAHAWK

KEITH BISHOP

F-15 JAPAN
ARTILLERY
GULL-LASER
SPECIAL WEAPON
E•WAVE

MAO-MAO

JAS-39 SWEDEN
ARTILLERY
FLOAT MINE
SPECIAL WEAPON
GRAND NAPALM

TEE BEE-10

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SUPER NINTENDO ENTERTAINMENT SYSTEM

YOU START HERE.

Watch out for the slime. Slime multiplies when you hit them.

You better eat your Wheaties® for a power-up.

Don't fall in the water, danger lurks there.

Don't just cruise the boardwalk-find the keys and enter the spooky doors.

Michael's new arsenal includes 7 powerballs [fire, ice, and earthquake to name a few].

Beware the evil Dr. Max Cranium and his army of henchmen.

YOU'RE HERE.

Enchanted high tops make you invincible.

YOU'RE HERE.

Collect gold and silver coins to gain an extra chance.

YOU'RE HERE.

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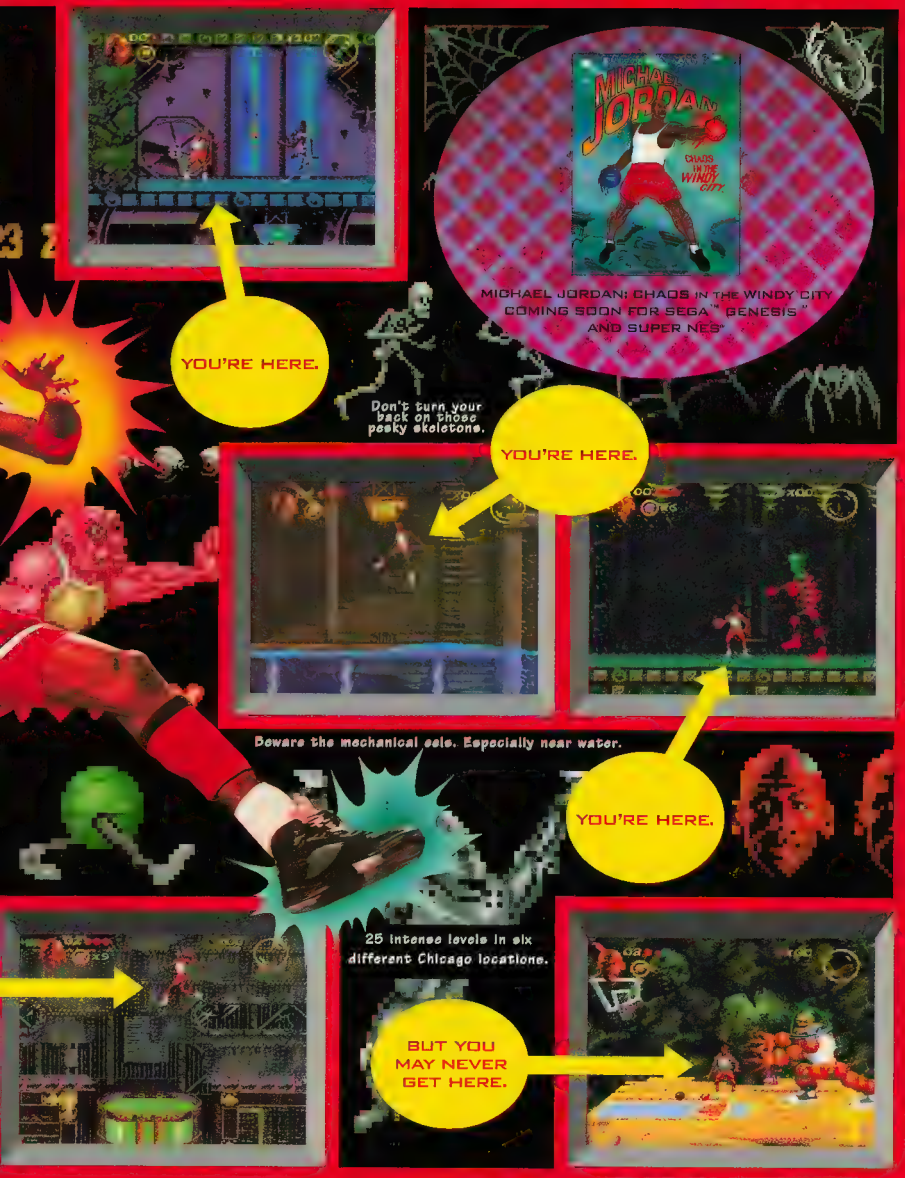


ELECTRONIC ARTS

GENESIS

TINY TOON ACME ALL-STARS Adventures

FACT FILE
ACME ALL-STARS
BY KONAMI

THEME	SPORTS
MEGABITS	8
% COMPLETE	100%
AVAILABLE	OCTOBER
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

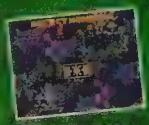
- Difficulty Settings ☑
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☑
- Sound/BGM Test ☑
- Password ☑
- Battery Back-Up ☐

Notes: Select the game half length from two, three, four, or five minutes.

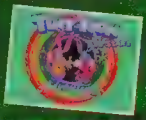
ALL OF THE TOONS ARE HERE!

Choose the players you want on your team! Play four-on-four in basketball and soccer, in the obstacle course, bowling, and Monty hitting games, player one is Buster.

Buster: Dash Attack				Babs: Dash Attack
Plucky: Anvil Bomber	Hamton: Ball Attack	Dizzy: Dizzy Spin	Elmyra: Hug Attack	Max: Car Attack
Furrball: Ball Flip Kick	Fifi: Perfume Spray	Shirley: Ball Teleport	Calamity: Robot Stomp	Lil' Beeper: Tech Attack



This game is for one or two players, toonsters!



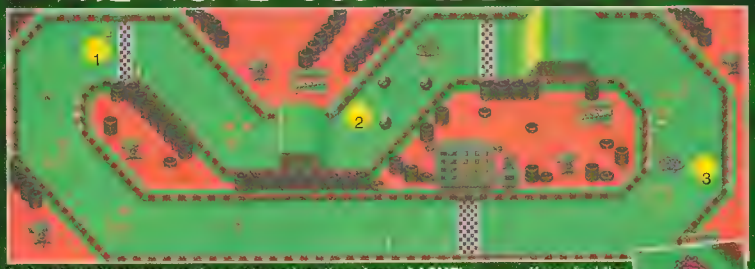
Those wacky Toons are back and ready for sports action!

TOONS AT PLAY!

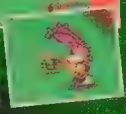
Imagine a Wackyland with no one to save, no enemies' heads to jump on, and no lost treasures to recover. Impossible you say? Well, not exactly. In Konami's latest Tiny Toons game, you'll see a different side of the Toons. Tiny Toons: Acme All-Stars seems more like the cartoon than the previous versions. The Toons are playing sports, which is a nice change of pace from the daily grind of rescuing fellow Toons or discovering lost treasures. There are six different games in all that you can choose from including: basketball, soccer, bowling, Monty hitting, the obstacle course, or you can challenge everyone to tournaments. Select the players you want on your team and away you go! Two players can play against each other or team up against the computer. Acme All-Sports continues the new tradition of games, such as Super Mario Kart and Mega Man Soccer, where the characters take time out of their usual activities to simply have some fun!

- *Tim Davis*

THE ACME OBSTACLE COURSE!



In the obstacle course, you've got to endure three laps of ACME's toughest challenge. During the race you've got to 1) avoid barriers that pop up in front of you, 2) run between the rolling balls that will try to crush you, and 3) watch out for the floating Max symbol.



If you feel the need to cheat, grab the speed icon for a boost!

SOCCER ANYONE?

Your teammates tell you they're open by shouting "Hey!"

The forest sets today's game in Wackyland. During the match be aware of the shrubs on the field as they will try to trip you.

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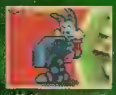
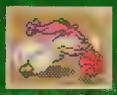
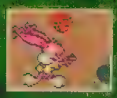
ACME JAM!

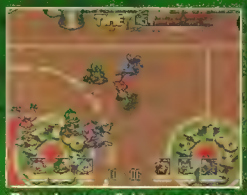




If the score is close, try saving your special moves 'til the end.

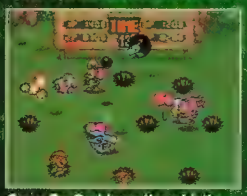
Downtown Wackyland is the setting for what is sure to become a grueling basketball game. Watch out for those puddles, man!



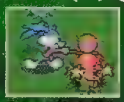


Traps in some fields can quickly separate you from the ball.

MONTY HITTING!



Once Go Go blows the whistle, you've got 60 seconds to smack Max with your mallet more times than your opponents.

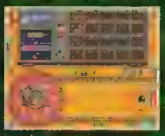


Try staking out an area rather than running around trying to hit Max.

Receive 100 points every time you wack Monty!

During the match, Go Go will try to stop you by dropping bombs onto the playing field.

BOWL, BABY, BOWL!



Hamton stares in disbelief as he picks up the spare!

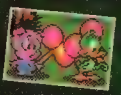
Buster (you) knocks 'em down for the strike!

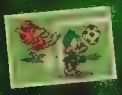
During the game, you have to stop the meter in the right spot.

Buster Bunny soon discovers the painful agony of defeat.

STORY MODE

In the Story Mode, Buster, Babs, Plucky, and Hamton test their skills in tournaments!





FIVE PLAYING FIELDS TO CHOOSE FROM!

STADIUM

WESTERN

FOREST

DOWNTOWN

In the Soccer and Basketball Modes, you can play a one- or two-player game on five different fields! Keep in mind that every field has its dangers. Monty's playroom has a toy train set up that will try to stop you. So beware of the traps everywhere!

MONTY'S PLAYROOM

FACT FILE
NHL HOCKEY '95
BY ELECTRONIC ARTS

THEME	SPORTS
MEGABITS	16
% COMPLETE	80%
AVAILABLE	SEPTEMBER
# PLAYERS	1 TO 4
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST
- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☑
- Battery Back-Up ☐

Notes: Has game Length, Penalties, and Lineup Options.

A LOOK INTO THE EA HOCKEY HALL OF FAME

The Original! Still going strong today! Hockey with 4-way play. Super NES got a taste, too. Action with a twist! Now with real voice!

Meet your host for this evening, John Shrader. John will give the stats on all the teams and their players.

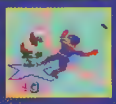
Pause to change goalie or the lineup

Is it really worth risking a penalty to knock someone out? Heck yes!

Play with up to four of your friends!

Choose the period length, penalties, and teams to play on this screen.

Like the previous versions, close-ups of the action are in smaller windows!



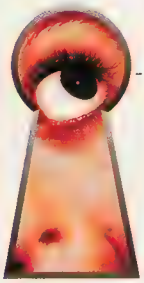
NHLPA

NHL '95 HOCKEY

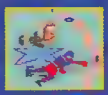
Check please!

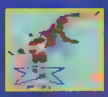
The wait for one of the most anticipated sports games is almost over! EA (the master of sports sims) is about to unveil the newest member to the NHL family—NHL '95! This version is even more realistic than the rest, because now you must make critical decisions like trading players! NHL '95 combines the best of the versions to date, and then some!

Tim Davis



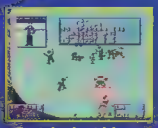
THE EA HOCKEY RINK TODAY



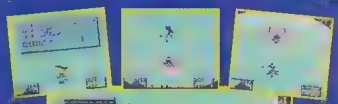


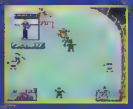
Fans of the NHL series don't worry. All the grueling hockey action you love has been included in here!

One of the more surprising features in '95 are the ability to trade players from other teams, or just create new ones.



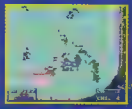
Gretzky just blows 'em away!





Turn the penalties off to shut the ref up!

Being a goalie has its downs as well.



All of you NHL-maniacs out there should remember the great Shoot out Mode. Go one-on-one with the computer or a friend to see who can score in 25 seconds!

GENESIS 32X

WELCOME TO THE NEXT LEVEL™

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SEGA™

FACT FILE
ANIMANIACS
BY KONAMI

THEME	ACTION
MEGABITS	8
% COMPLETE	80%
AVAILABLE	NOVEMBER
# PLAYERS	1
# LEVELS	6
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☑
- Sound/BGM Test ☐
- Password ☑
- Battery Back-Up ☐

Notes: Variant abilities for each character.

ANIMANIA!

The excellent thing about this game is the quality of the graphics and sound. From the first time I flipped in the cart, I was very impressed by the technical aspects of this game.

For a Genesis title, this has some very serious advantages over carts of a similar type. The first being its appeal to a wide age group. Although the Animaniacs is a cartoon series, its dialogue is witty enough to attract older fans. Another point that sets this game aside from other Genesis games is the game play packed inside. I think the variety of interactions with the background you can have are truly cool.

Join the three Animaniacs, Wakko, Yakko, and Dot (she's the cute one), as they engage adventure inside the Warner Bros. Studios in search of the hidden movie props. Hop from set to set utilizing each of their abilities to conquer any obstacles that you may encounter.

Again, this one's really great, with a universal appeal to all ages.

- Jason Streetz

THE CAST

All three of the animaniac crew are in for some video game fun!

WAKKO

This guy packs a massive mallet.

DANCE

JUMP

ACTION

YAKKO

He is brains of the operation.

DANCE

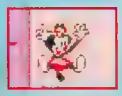
JUMP

ACTION

DOT

Cute and sweet, she can charm anyone.

DANCE

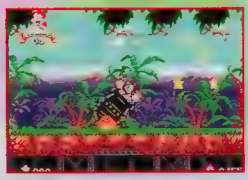


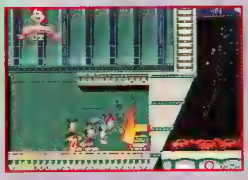
JUMP

ACTION

TONS OF INTERACTIVE FUN FOR ALL AGES!

Just about everything can be interacted with—from the boxes on the floor to the vines in the trees—don't leave anything untested! Konami has provided an impressive interactive scenario in each stage. A game like this spells fun for all ages.



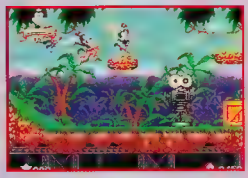


TRIPLE ACTION

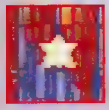
During the entire game, all three of the little cartoon maniacs travel together. Switch the lead character by using the C button.

KNOW THE ICONS

Throughout this zany game, you will encounter certain icons located in sometimes challenging spots.

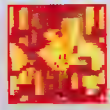


STARS



Collect these as often as you can. Kinda like Sonic and the rings, huh?

EXTRA LIVES



Grab this icon and say hello to one extra life. Those always come in handy!

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I'M PREPARED
C2
JUDGMENT CLAY
COMING FALL 1994 FOR THE
SUPER NINTENDO ENTERTAINMENT SYSTEM.
Interplay
Or don't play at all.
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.
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Nintendo
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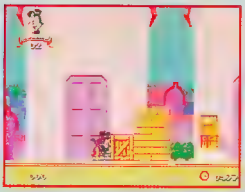
WARNER BROTHERS STUDIO



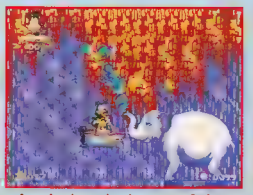
Start by pushing a box to the ledge in order to jump over.

Detonate the bomb to clear the impassible wall ahead.

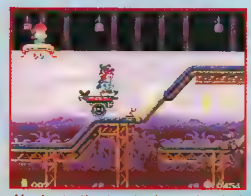
Sweet talk the guard dog so you can begin your adventure!

BUNGLE IN THE JUNGLE

Once again, push the box for a better jump.



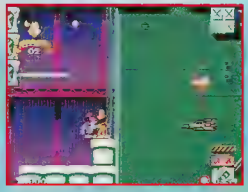
An elephant in the water? Just clock it with the hammer.



Navigate the tracks in a wheeled cart. This takes timing!

SPACE TRUCKING

Hitch a ride on a spaceship prop to avoid some incoming attacks.



Since you can't jump to him, charm the bird toward you!

This pooch is guarding some treasure, so take him out.

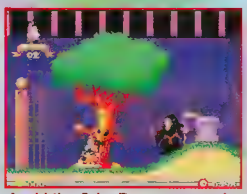
REMEMBER THE A LA MODE

Contend with Deputy Smily tosses bombs at you.

Try to jump off the backs of the horses to hurdle the cacti.

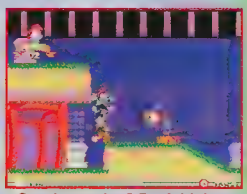
He's back, and this time he's gonna try to round ya up.

TO SCREAM OR NOT TO SCREAM



Avoid the Grim Reaper wanna-be and clear the tombstone.

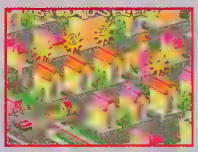
See if you can reunite Mindy and her dog, Buttons.



See that spring? Don't hit it or it's back to the beginning.

NIFTY FEATURES GALORE

Save your progress through the use of the Password Option. You'll need it!



Navigate your way through the various studios of Warner Brothers.

SEGA
238,900 miles
TAZ-manic Panic!
GENESIS
TAZ in ESCAPE FROM MARS
GAME GEAR
TAZ in ESCAPE FROM MARS
TAZ
IN ESCAPE FROM MARS
The tornado with teeth returns in a hilariously action-packed journey from Earth to Mars – and back again!
Deploy an arsenal of all-new buzzsaw moves, ricochet jumps and spacey spin-attacks as you whirl through animated, slapstick levels with cameos by Daffy Duck, Road Runner, Wile E. Coyote and the entire Looney Tunes gang!
Go Galactic on SEGA™ Genesis™ and Game Gear™!
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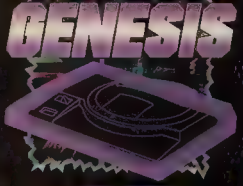
GENESIS



FACT FILE
URBAN STRIKE
BY ELECTRONIC ARTS

THEME	STRATEGY
MEGABITS	16
% COMPLETE	80%
AVAILABLE	SEPTEMBER
# PLAYERS	1
# LEVELS	13
CHALLENGE	DIFFICULT

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☑
- Sound/BGM Test ☐
- Password ☑
- Battery Back-Up ☐

Notes: More options may appear in the final version of this game.

URBAN KER-BLAM

I was skeptical at first that this game could be any good. But after playing it for a while, my eyes were opened to the sheer shoot-'em-up strategy action.

I enjoy having control of a big helicopter with massive guns and huge missiles, only to go around beating up puny grunts taking pot-shots at me with their feeble rifles. And if the raw carnage at your disposal is not satisfactory, the tactical qualities of this title are more than enough to keep even the most nitpicking gamer (such as myself) content throughout.

On certain missions you can switch to different helicopters, which is a nice touch, and shows us that the guys over at EA are still dedicated to producing quality games. Each angle of every helicopter is beautifully represented on your Genesis.

This is really one of the best Genesis titles to cross my eyes lately. The graphics and sound are exemplary!

To put it another way, I recommend this one.

- Jason Streetz

STRIKE URBAN

It would appear that a sinister man named Malone has launched some very diabolical plans against the U.S. No more vacation time—get out there and save the country (again).

Destroy the radar sites to eliminate further danger.

Retrieve stolen U.N. materials from the trucks.

Take out the stealth ships. Avoid enemy fire!

Rescue the prisoner from an enemy camp.

Destroy an enemy bridge to isolate their forces.

Assist stranded troopers out of the area.

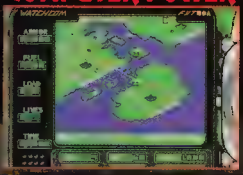
STAYING IN THE AIR

Ammo Boxes restore your weapon stocks to full status.

Armor repair boxes allow you to patch your chopper's holes.

Fuel tanks keep you in flight for those few extra miles.

COMPUTER POWER



Be sure to check your computer for valuable mission information such as maps and targets.

TAKE 'EM OUT ON FOOT

Get far enough and prepare for some on-foot mission action. These areas are tough!

CHOOSE/RESCUE A CO-PILOT

Select or rescue a co-pilot to aid you in your missions. Each person has his/her own unique piloting style and ability. Get to know each of them.

STRIKEFEST

Yet another 'Strike' game to join the others of its kind (namely Desert Strike/Jungle Strike).

In terms of the actual game play, don't expect anything too terribly new in Urban Strike.

Don't misunderstand me—this game is great and highly addictive, but it's nothing breathtakingly original.

Is EA continuing a winning concept or are they just engaging in overkill?

If you don't buy Impact, what kind of collector are you?

It's hard to trash our single series, 300-card issue. It features randomly inserted Rookie Exchange cards (odds 1:350), redeemable for up to the top 29 NFL Draft Picks in pro uniforms. Then there are two special insert sets—Instant Impact '93 Rookies (odds 1:30) and Ultimate Impact Veteran Stars (odds 1:15). Plus a special hologram featuring SkyDisc™ technology (odds 1:330). In comparison, everything else just stinks. IMPACT

SkyBox™ ©1994 SkyBox International Licensed by the NFL Quarterback Club, Inc. Team NFL™

FACT FILE

Pitfall: The Mayan Adventure
by Activision

THEME	ACTION
MEGABITS	16
% COMPLETE	90%
AVAILABLE	NOVEMBER
# PLAYERS	1
# LEVELS	14
CHALLENGE	HARD

OPTIONS CHECKLIST

- Difficulty Settings ☑
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☑
- Sound/BGM Test ☐
- Password ☑
- Battery Back-Up ☐

Notes: The game has music volume control

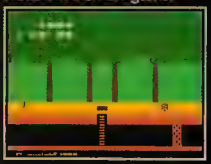
PITFALL LIVES AGAIN!

Those of you who have played Pitfall before, guess what!? It's back and better than ever! Unlike the original linear-playing Pitfall, this one is not linear at all. For example, in the first level, you most start from the ground, climb through the trees, and then work your way back down. The animation in this game is phenomenal, and the new Pitfall actually contains the original Pitfall.

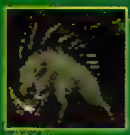
- Mike Desmond

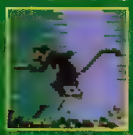
DARE TO COMPARE

Check out the difference between the original 8K Pitfall and the new Pitfall! What a difference! As an added bonus, the original Pitfall is hidden in the new game!



HARRY JR.'S WORST NIGHTMARE!


Wild boars run amok in the jungle—watch out!

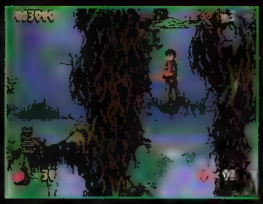

Heads up! These monkeys throw things!

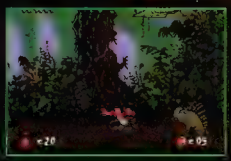
Venomous snakes slither on the ground.

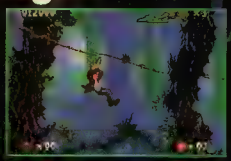
Danger! These cheetahs are agile and deadly!

Mr. Skeleton throws bones at you, so beware!

The Jungle


Throughout the level you must use spider webs to your advantage.


Watch your back, the jungle creatures are wild!


Slide down the vines to access different areas.

Tazamul Mines

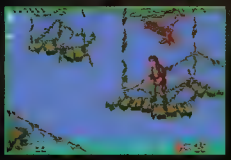
When climbing on these vines, avoid the hungry rats!

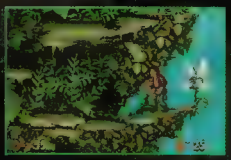
Push the mining carts and use them as stepping stools!

Blood-sucking bats fill the mine shafts; watch your neck!

Xibalba Falls

Harry Jr. must be very agile to climb up the rocks in the waterfall!


Eagles charge at your head as you attempt to cross the bridge.


Humongous bugs attack you from the front and back!

PITFALL
THE MAYAN ADVENTURE

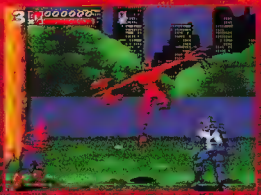
MARVEL COMICS

SPIDER-MAN VENOM

MAXIMUM CARNAGE™

SWEEPSTAKES

1st PRIZE:	2nd PRIZE:
5 WINNERS Maximum Carnage Special Collector's Edition Video Game.	10 WINNERS Autographed Maximum Carnage Comic Book Set
3rd PRIZE:	**4th PRIZE:**
20 WINNERS Fleer Trading Card One-Sheet	100 WINNERS Maximum Carnage T-Shirt



GRAND PRIZE:

ONE WINNER

"PAINT THE TOWN RED" WITH MARVEL WEEKEND:

Trip for two to New York City to visit Marvel Headquarters, meet Marvel Editors, VIP passes to the NY Comic Book Convention and $500 spending money!

See official rules for details

MAXIMUM CARNAGE™

PAINT THE TOWN RED

SWEEPSTAKES ENTRY FORM

Fill out and mail this entry to: MAXIMUM CARNAGE™ SWEEPSTAKES
P.O. Box 8002, Dept. EGM
Grand Rapids, MN 55745-8002

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE _____ DATE OF BIRTH _____

SYSTEMS OWNED: (Check all that apply)

☐ NES® ☐ SUPER NES® ☐ GAME BOY® ☐ 3DO
☐ GENESIS™ ☐ GAME GEAR™ ☐ SEGA™ CD™ ☐ JAGUAR

STORE PURCHASED _____

ENTRIES MUST BE RECEIVED BY DECEMBER 1, 1994 • SEE BELOW FOR DETAILS

GENESIS

SUPER NINTENDO ENTERTAINMENT SYSTEM

ELECTRONIC GAMING MONTHLY

Acclaim entertainment, inc.

ENTER: No PURCHASE NECESSARY. Complete an official entry form or print your name and complete address on a 3" x 5" piece of paper. Mail to: "Paint The Town Red" Sweepstakes, P.O. Box 8002, Grand Rapids, MN 55745-0002. Mutilated, incomplete, or illegible entries will be disqualified. Sponsor will not be responsible for late, lost, postage due, or misdirected entries. Entries must be mailed separately and be received by 12/1/94. PRIZE DRAWING DETAILS: Prize will be awarded in a random drawing conducted on or about 12/15/95 from among all entries received by Marden-Kane, Inc., an independent judging organization whose decisions are final. Odds of winning depend upon the number of eligible entries received. PRIZES: (1) Grand Prize: A 3 days/2 night weekend trip for 2 to New York, NY to attend the winter, 1995 NY Comic Book Convention. Trip includes round-trip coach airfare from the major airport nearest the Winner's home to the nearest major airport of destination, hotel accommodations (room and tax only) for a maximum of one room, event passes, and $500 cash (A.R.V. $2,000). Potential Grand Prize winner must agree to take trip on a specific date or prize will be forfeited and an alternate winner selected. Personal expenses, transportation between the winner's home and the airport, meals and any taxes and gratuities, if applicable, are the sole responsibility of the winner. A minor winner must be accompanied by parent or legal guardian. (5) First Prizes: Maximum Carnage Special Video Game Collector's Edition (A.R.V.$150 ea.), (10) Second Prizes: Autographed Maximum Carnage Comic Book Set (A.R.V. $125 ea. set), (20) Third Prizes: Fleer Trading Card Sheet (A.R.V. $100 ea.), (100) Fourth Prizes: Maximum Carnage T-shirt (A.R.V. $10 ea.). Winners may be required to execute an eligibility affidavit and tax, liability, publicity release. LIABILITY: Sweepstakes open to residents of the United States and Canada. Employees of Acclaim Entertainment, Inc. and Marvel Entertainment Group, Inc., their affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, Marden-Kane, Inc., printing suppliers and the immediate families of each are not eligible. Sweepstakes void in Quebec and wherever else prohibited, restricted or taxed by law. Sweepstakes subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the individual winners. WINNERS LIST: For a list of the major winners, available after 1/1/95, send your name and address to: "Paint The Town Red" Winners, P.O. Box 9003, Oyster Bay, New York 11771-0003. RULES: For a copy of full official rules, send your name and address to: "Paint The Town Red" Rules, P.O. Box 9003, Oyster Bay, NY 11771-9003.

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HE2K5

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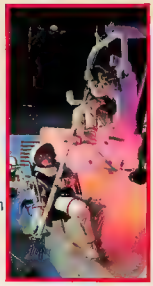

As a Space Camp cadet, you'll experience many of the physical and mental rigors of being a real NASA astronaut, like weightlessness, critical thinking and decision making, hands-on mission simulations, even space food!!!

Space Academy program* options include:

- 1/6 th Gravity Chair
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- Zero "G" Wall simulated weightless environment
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- Space Station Mobility Trainer and Maneuvering Pad
- Simulated Flight Missions!!!

U.S. SPACE CAMP

TO ENTER–

1) Fill out an EGM Rebel Assault Contest Entry Form or a 3" x 5" card printed with your name, address, telephone number, age AND answers to the entry questions. (See entry form.)

AND Mail it all to:

Rebel Assault Mission Control Center
2121 Broadway, Suite 200
Redwood City, CA 94063

One Grand Prize winner will receive: A trip for 2 to U.S. Space Camp or Space Academy (Level I or Level II or the Parent/Child program depending on the winner's age group). Depending on the winner's age group, the program will last three, five or eight days.

Prize includes: Round trip airfare, U.S. Space Camp housing and meals, and bus shuttle from airport to Space Camp and back.

Estimated Retail Value: $5000.00 per person *Not all Space Academy program elements are available for all age groups. The winner's age will determine which program the winner will embark on.

For a free 28 page booklet about U.S. Space Camp programs, please call 1-800-63-SPACE.

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Name _____

Address _____

City. _____ State _____ Zip Code _____

Telephone _____ Age _____

Go to your local retailer and see the back of JVC's Star Wars: Rebel Assault package for answers to entry questions.

1) As a Rebel Assault cadet, you will embark on how many missions (levels)? _____

2) As Rookie One, where do you take your first training run? _____

Contest Rules

Mail-in contest only. No purchase necessary. Enter by mailing your completed EGM Rebel Assault Contest Entry form or name and complete address, and contest answers on a 3" x 5" piece of paper to: Rebel Assault Mission Control, 2121 Broadway, Suite 200, Redwood City, CA 94063. Contest runs from September through October 31, 1994. Entries must be postmarked by October 31, 1994. Limited one entry per person. Illegible or incomplete entries will be disqualified. Contest Drawing will be held on November 7, 1994. The Winner will be notified by registered mail and the winner's name will be announced in EGM's January, 1995 issue. Prizes are not transferable. Grand prize winner must complete travel between April and August 1995. Personal expenses, transportation between the winner's home and airport, meals and any taxes and gratuities, if applicable, are the sole responsibility of the winner. Employees of JVC Musical Industries, Inc. and Sandia Publishing, these suppliers and their affiliates and the immediate families of each are not eligible. Judges decisions are final. Contest is open to residents of the U.S. only. Void where prohibited, taxed or restricted by law. Taxes on prizes, if any, are the sole responsibility of the winner. Sponsor not liable for late, lost, postage due or misdirected mail. To request the winner's name, available after November 7, 1994, send a self addressed stamped envelop to: Rebel Assault Mission Control Center, 2121 Broadway, Suite 200, Redwood City, CA 94063. JVC Musical Industries, Inc. reserves the right to cancel the contest at any time with appropriate notice. All federal, state and local laws and regulations apply. Winner's name, likeness and prize information may be used by JVC Musical Industries, Inc. for any advertising or promotional purposes without further compensation. Not sponsored by Sega of America, Inc.

JVC SEGA CD

SEGA CD

IRON HELIX

FACT FILE

Iron Helix
by Spectrum Holobyte

THEME	STRATEGY/PUZZLE
MEGABITS	CD-ROM
% COMPLETE	85%
AVAILABLE	OCTOBER
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings ☑
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☐

Notes: Has various Display and Control Options for ease of play.

DEEP SPACE TROUBLE

During a high-tech war game in the distant future, a fleet of ships is programmed to destroy a lifeless planetoid. During the game, one of the ships loses control of its computer, and a malfunction programs it to destroy a planet inhabited by a peaceful, thriving race!

As if things weren't already bad, a message is suddenly received from the captain of the rogue ship. According to this transmission, a strange disease has ravaged the ship, which mutates the DNA of the crew, and the ship's onboard defender droid will soon begin to hunt them as intruders.

Guess who gets to go fix the problem ... Why, it's YOU! Enjoy superb graphics and sound as you suit up in the Iron Helix probe and attempt to remedy the situation. Be careful, the future of the peaceful Caliope populous relies upon your speed and skill.

This is one challenging game!

- Mike Desmond

LEARN TO USE THE IRON

Be sure to investigate the doors and panels using the map.

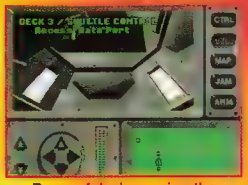
Use the robot arm on your pod to access computer controls.

Make the most of Iron Helix's functions; you'll need them.

You'll see this screen all too often at the beginning of the game.

EXPLORE THE S

Check out the shuttle bay in search of video clues.



Be careful when using the stairwell system onboard!

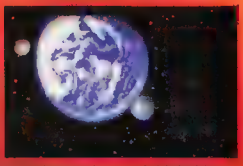
DON'T GOOF!

If you aren't careful, you will be discovered by the droid!

If the droid finds you, it's all over. Goodbye, Caliope!

A fleet of warships close in on an uninhabited planet as part of a high-tech war game...

... one ship's computer malfunctions and erroneously targets Caliope ...



... a planet of peaceful inhabitants with no defense who now face an alien warship.

The captain sends a distress signal that indicates there is a mysterious disease aboard!

Who does the admiral send to figure it out? Why, you, of course! Enter into Iron Helix!

Descend into the ghost ship to discover clues. Make sure you make it out alive!

Can you beat Mad Dog to the Lost Gold?

MAD DOG II

the Lost Gold

LIVE ACTION MOTION PICTURE ACTION
CD Shooting Game

This action-packed adventure will challenge your shooting skills confronting banditos, renegades, and Mad Dog's men. Select one of three different guides and experience a variety of trails in a quest to beat Mad Dog to the lost gold and return with it to the old mission where the longest interactive battle ever filmed awaits the more skilled game player.

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The Arcade Classic JVC by AMERICAN

NEO•GEO

AERO FIGHTERS 2

FACT FILE
AERO FIGHTERS 2 BY SNK

THEME	SHOOTER
MEGABITS	98
% COMPLETE	100%
AVAILABLE	AUGUST
# PLAYERS	1 OR 2
# LEVELS	20
CHALLENGE	VERY DIFFICULT

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☑
- # of Continues ☑
- Button Configuration ☐
- Sound/BGM Test ☑
- Password ☐
- Battery Back-Up ☐

Notes: Can control each plane differently from the others.

SHOOT 'EM TO BITS

I must say this is a shooter among shooters. The graphics and action keep you mesmerized from the second you start playing.

I like the variety of pilots to choose from, especially because each one has a unique personality reflected in the craft he/she uses. Also, if you are playing in a two-player session, the characters will exchange dialogue between missions. It's a nice touch that sets this game apart from the denizens of mindless shooters already out on the market.

One thing is for sure, if you enjoy intense blast-'em-up action, this game will not leave you disappointed. In some of the later levels it becomes darn near impossible to survive some assaults. Don't get me wrong, this game is not outrageously difficult, but it does straddle the line between pure aggravation and challenging addiction. Find out for yourself!

A must for all shooter lovers, I recommend this game!

- Jason Streetz

You must choose your character from eight ace pilots.

Once you have selected, read the statement your pilot makes.

EIGHT PILOTS ASSEMBLE

Each pilot has his/her own style of combat.

HI-EN
"I AM A NINJA. MY LIFE IS LONELY AND DIFFICULT."

SILVER
"I AM A RETIRED TOP GUN. LET ME SHOW YOU MY SKILL."

ROBO KEATON
"LET'S SEE IF MY NEW BODY IS AS GOOD AS MY OLD ONE..."

ELLEN-CINDY
"I WANT TO HAVE SOME FUN. I WILL BE WATCHING YOU."

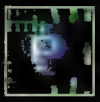
MAO MAO
"HI. I AM MAO MAO. I AM VOLUNTEERING TO FIGHT."

STEVE
"I AM A PUNK ROCKER AND I FIGHT FOR JUSTICE."

BOBBY
"MY NAME IS BOBBY AND I'M ONE TOUGH BABY."

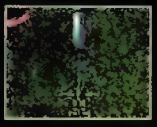
SPANKY
"I AM THE WORLD'S FIRST DOLPHIN PILOT."

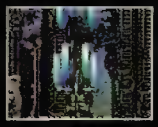
AWESOME POWER-UPS!

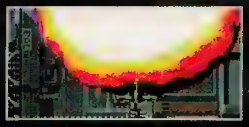


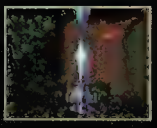
Each fighter has several levels of firepower available to him/her. Use these enhanced weapons through collecting the power-up icons pictured to the left. Check out some example power-ups below!

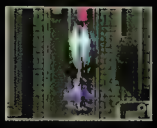
In order to use your special attacks, you need to collect these.

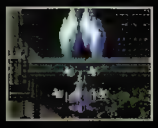


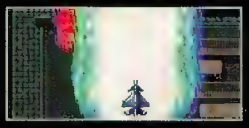






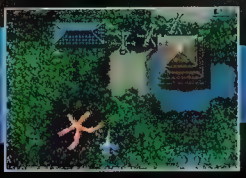


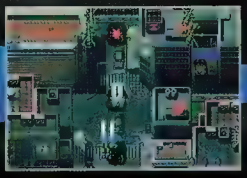


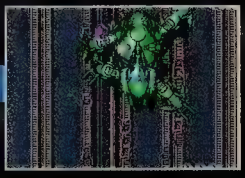


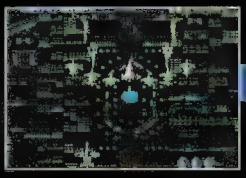
TOKYO

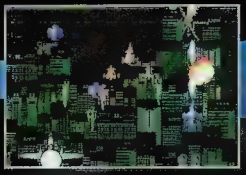
Most of the nasties don't even fire at you, so don't sweat this stage. Watch out for the Boss' volleys of firepower.

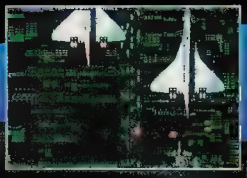










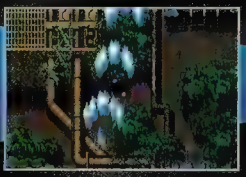


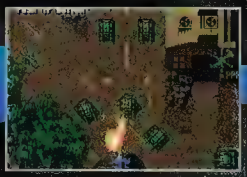
PARIS

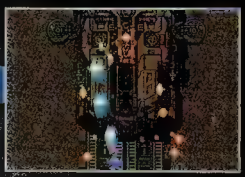
Things get a little more serious here, with some pretty heavy fire coming from larger foes. Avoid the dual shuttle Boss attacks.

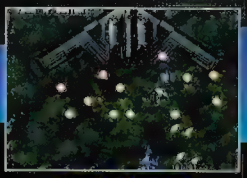
RAIN FOREST

Enjoy the background while watching for ground-based attacks in this level. The Boss means business. Let him have it!







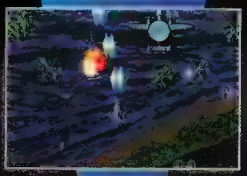


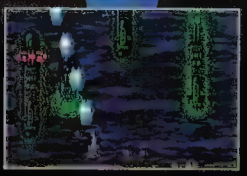
PARK-U.S.A.

Take out some enemy nasties as they occupy U.S. airspace near the Statue of Liberty. The Boss looks amazingly like a B-2.

AUSTRALIA

Things start out innocent enough, but watch for enemy boats firing accurate, fast shots toward the end.



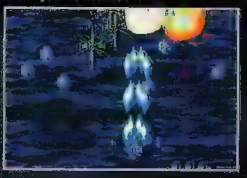


AZTEC RUINS

The enemy fire becomes absolutely insane to dodge, but those with quick reflexes should not have too much of a problem.

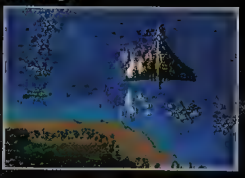
ATLANTIC

Collect maximum power-ups for the next level by kerblasting all the nasties you can! Watch for the special "F" icon.



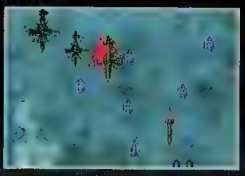
HAWAII

Jets and missiles are going to come from every direction, so keep your trigger finger ready on this stage!



HIMALAYAS

Here's another perfect opportunity to power-up your weapons in preparation for the later levels.



OUTER SPACE

Do you have what it takes to survive through the end level? Will your adventure truly end here? Only one way to find out.

3DO

ROAD RASH II

FACT FILE
ROAD RASH II
BY ELECTRONIC ARTS

THEME	RACING
MEGABITS	CD-ROM
% COMPLETE	90%
AVAILABLE	SEPTEMBER
# PLAYERS	1
# LEVELS	5
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☑
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☑
- Password ☐
- Battery Back-Up ☑

Notes: You can choose the level of skill in the Thrash Mode

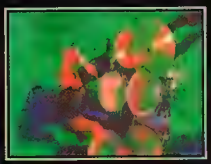
ROAD RASH!

Road Rash for the 3DO is here and it was worth the wait! This game features two different game modes. In the Big Game Mode, you can talk to other racers, earn money, and buy new bikes. In the Thrash Mode, you just pick a race and go. There are a lot of other features including a jukebox that has music from some popular bands, and music videos that come on when you leave the game for too long.

- Paul Ojeda.

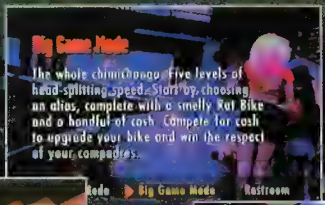
ROCK!

If you leave the game sit for too long, a music video comes on featuring one of the songs from the game. It adds a lot to an already awesome game!



Game Modes

You can choose from either the Big Game Mode or the no-frills Thrash Mode where you just pick a race and go.



In either mode you can go to the restroom, save, load, or pick a song from the jukebox featuring bands like Soundgarden and Swervedriver.

In the Big Game Mode, talk to other bikers and buy new bikes at the bike shop.

Busted!

If you get busted, you will have to pay a fine or you will be put in jail for a month and lose all qualifications for the level.

REVENGE IS SWEET... THEY AREN'T!!

Fight or Die!

BASED ON A TRUE STORY!

REVENGERS OF VENGEANCE

STARRING: VENUM . . ALGOS BARKO FUCHIDA MAGNUS ORGANA PSYBART TALON

JOIN THEM ON A **HEART-STOPPING** ADVENTURE TO A **FANTASTIC** AND **VIOLENT** WORLD WITH **LIMB-TEARING**, FIST-THROWING, HAND-TO-HAND **COMBAT ACTION** AND WITNESS **SAVAGE** AND **BRUTAL** STRUGGLES WITHOUT QUARTER. IT COULD BE THE **VIDEO GAME** THAT CHANGES YOUR **LIFE**.

WARNING: SOME SCENES MAY BE TOO INTENSE FOR THOSE WHO DO NOT SEEK VENGEANCE.

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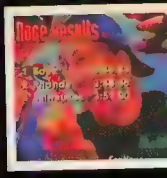


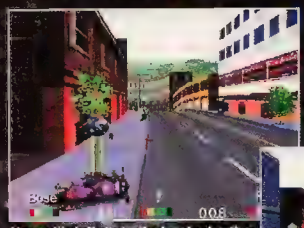
Buy a new bike!

In the Big Game Mode, you can go into the bike shop and buy a new one once you've earned enough money. View the bikes in awesome rendered full-motion cinemas.

Pacific Highway

Face dead man's curves and sheer cliff walls along the narrow coastal highway.

This is one of the most dangerous places to race, because you can flip over the guardrails and into the ocean with just one crash.



The Peninsula

Blast through the traffic-congested suburban wasteland.

You will definitely find out why the game is called Road Rash! Crashes are normal—just don't crash near a cop or you'll get busted and be sent to jail!

The City

Dodge nasty traffic and zombie pedestrians in the urban jungle.

The driving in this level gets a little tight when you have to dodge cars from in front and behind you. Keep your cool and don't oversteer.

Sierra Nevada

Thunder through what's left of the great Northwestern timberland.

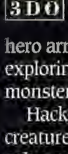
Sometimes all it takes is a well timed kick to take the next highest position in the race. Watch for the split in the road, it comes up quick.

Napa Valley

Avoid mindless tourists as you sail over the rolling slopes of wine country.

One of the great things about this game is that you can use the oncoming traffic to your advantage by kicking the other racers into it.

It's time you finally did something about those monsters under your bed.



You're not a helpless kid anymore. You've grown up and you've got *Slayer*,™ the first ADVANCED DUNGEONS & DRAGONS game on 3DO.

Now you're an AD&D® game hero armed with weapons and magic, exploring dungeons filled with the deadly monsters of your nightmares.

Hack and slash away at these vile creatures, avoid treacherous traps and solve mind-bending puzzles.

The randomized dungeon generator can create over *4 billion* different dungeons.

Which means a new monster hunt every time you play!

Because it's designed for play on 3DO, *Slayer* gives you the most awesome graphics and animation you've ever seen. Plus a first-person perspective that lets you look up, down and all around.

It's virtually real!

Slayer. It's time you made those monsters look under *their* beds!

TO ORDER: Visit your retailer or call 1-800-245-4525 with Visa or MasterCard (U.S. & Canada only).

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JAGUAR

FACT FILE

Alien Vs. Predator
by Atari

THEME	ACTION
MEGABITS	32
% COMPLETE	90%
AVAILABLE	OCTOBER
# PLAYERS	1
# LEVELS	15
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☐

Notes: Many of these options will be intact in the finished version.

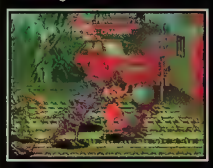
LET THE HUNT BEGIN!

AVP for the Atari Jaguar is a first-person perspective action game where you can play as either the Alien, the Predator, or the Marine. The game play is very much like Wolfenstein, but more intense! One of the best features about this game is that each character has a different story line. It's almost like three games in one. Check out the next two pages for all the latest info on this hot new game.

- Mark LeFebvre

ONE OF A KIND

The arcade version of AVP may have the same title, but there is no similarity at all between the two games. First person vs. side-scrolling. Check it out.



ALIEN vs PREDATOR

ALIEN

MISSION OBJECTIVES:

The Alien ship is docked underneath the Marine's craft, and its only goal is to rescue the Alien queen who is being held captive by the Predators. The Predator's ship is also docked with the Marine craft but on the opposite end. Take out anything in your way!

MARINE

MISSION OBJECTIVES:

After waking from your 90-day cryo-sentence, you realize your crew has been slaughtered by some sort of Alien creature. To make it out alive, you must search all three ships for the security cards and maybe, just maybe, you will make it out of this nightmare alive!

PREDATOR

MISSION OBJECTIVES:

This is not just another ordinary hunt for this killing machine! Your main goal as the Predator is to locate the Queen Alien, and then make your way back to your ship with the biggest trophy ever—her skull! The Marines should be no match for your sophisticated weaponry!

The following is a portion of the transcript of operations for the Third Colonial Marines Recon Training Squad under the command of Sergeant Davis Hollander, upon said unit's return from an extended training exercise, during which interval the Golgotha renomorph encounter occurred.

UNITED STATES COLONIAL MARINE CORPS
FIELD OPERATIONS TRANSCRIPT

Camp Golgatha 3rd Colonial Marines, 3rd Recon. Mission Time 97:43:35

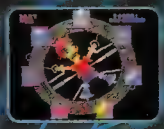
Hollander [SGT] Okay Ladies, we have perimeter, wake 'em and shake 'em. Combat seating optional, I'm lifting transceiver silence and switching to base frequency, sound off
Patten: Base frequency, over
Mortera: Repeat, firebase echo this is third recon patrol shrike n c Four-oh-two-niner on approach Cygnus side. Weapons powered down and secured, request marker and permission to dock
Officer at dock Recon three! Recon three! Negative on that secure status, get back here! We've got an emergency situation here!
Mortera: What do you call that?
Hollander: I call that a docked ship, Lieutenant And at a guess, I call that the source of our little situation
Nishida: That ... That's not one of ours, Sarge
Hudak That's not one of anybody's
Mortera Twenty seconds to dock
Nishida: Were going to crash! Everybody hold on!
Mortera: Were latched. I think we nailed our portside maneuvering thrusters!
Hollander: Mayfield, cut the hatch! Color, Hudak, I want you left and right. Nishida, When that iris goes boom, you go through and take the point! Wilson, Los Banos, pattern, I want you at the first hatch! Look sharp, marines!
Hollander: Keep it movin', people. Mayfield, take the next hatch Wilson, take point in the corridor
Hollander: Report
Nishida: Ah .. Look, we've got bodies in here ..Lots of bodies
Hollander: Report, Marine!
Nishida: Ah, Ah, affirmative Um, it looks like . Oh hell Like, Ah, most of the personnel for this level, maybe 50 or 60—
Hollander: How many dead?
Nishida: They're all dead, Sir. Sir, all of them are dead, They're all Looks like they emptied everything they had body armor seems like it's been eaten by acid or something and this green stuff .
Hudak: Sarge, the Com-Com terminal says there's a live body in the brig 90 day cryosentence for striking an officer, up tommorow at oh-800
Mortera Sarge, at oh-eight-hundred the brig autos are gonna roll open his cell door, we cant leave him there .
Los Banos We got movement! Multiple signals! Forty-two meters.
Los Banos: I can't fix it ..Damn echoes screwing everything up signals in front and behind ... 40 meters and closing no wait, 30 meters now
Nishida: That's in the corridor! you're reading it wrong, nobody moves that fast!
Los Banos: Im telling you, I read 30—No, 20 meters and closing!
Hollander: Shida pull out! Flame every corridor first on your way back, we're clear! Mayfield, Wilson, go to infrared!
Hudak Yo, look, look it!
Los Banos: Oh God please, no what is that...
Nishida: Sarge, Los Banos is down! Look out, Get out of the way! Get out!
Hollander: Shida copy!
Nishida: They're coming out of the walls
Hollander: Wilson, pull back! Repeat, pull back!
Wilson. Gaaa, get it off of me! Sarge, get em off!
Mortera Sergeant, get back here! Sergeant? Sergeant? Sergeant!
Patten? Patten, copy! anybody, combat frequency, copy!co .

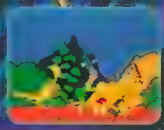
FIELD OPERATIONS TRANSCRIPT ENDS.

VIRTUAL BART

who needs reality?

Yipes! Bart's stuck in a virtual reality machine! Enter the Jurassic era as Dino Bart. Face a post-apocalyptic Springfield as Doomsday Bart. Deploy your diaper-chute as Baby Bart. Hog the spotlight as Pork Factory Pig Bart. Then there's the butt-squeaking thrill-ride down the dangerous Mt. Splashmore and more!





SUPER NES®

GENESIS™

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LOCK AND LOAD!

BODY ARMOR

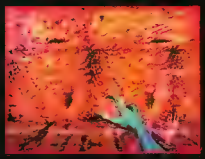
SHOTGUN

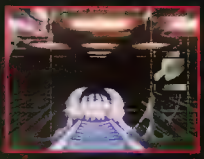
PULSE RIFLE

FLAMETHROWER

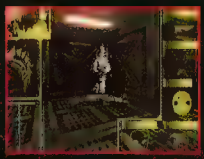
SMART GUN

The Marine can arm himself with five high-powered weapons and can also protect himself with body armor. The weapons are located in the armory. First you will need to determine which level the weapons are on, and then you will need to search for the correct security cards before you will be able to access them. Don't waste any time, and remember, always watch your back!

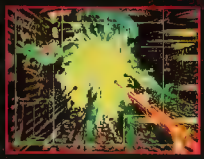




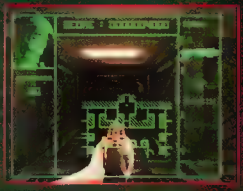
The Alien has three ways to attack. It has a very deadly tail attack, a razor sharp claw attack, and a bite attack, which will stop any enemy dead in its tracks! It also has the ability to cocoon its enemies by combining the claw and tail attack.



The Predator is very stealthy, and can attack in many different ways. Here are three of them: the claw attack, the Conbi stick, and the Smart disk. The Conbi stick and Smart disk can only be obtained after a certain number of points are reached.



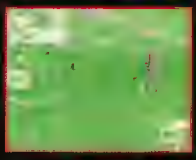
With each character, you have the ability to toggle between your Heads Up Display and a map of the level you're currently in.

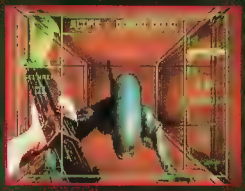


When hunting the Aliens with the Marine, try to lure them out of the corridors, because the acid will harm you if you walk over it.

There are computers that you can access with the Marine giving you pertinent information about your mission and the crew.

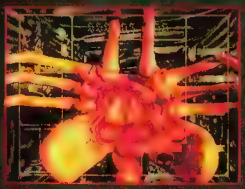
The Predator has the ability to switch between three different types of vision: Normal, Ultraviolet, and Infrared.





Use the Airducts to reach certain rooms that aren't accessible by foot. If the doors are jammed, maybe there are Marine survivors

When making your way to the Queen Alien's lair, make sure you destroy all the eggs before they hatch into more killing machines.



Keep your eye on the ground when making your way through the Alien ship or you might just get a nice big hug!

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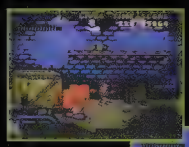
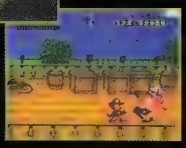
BeBe's Kids gotta find out who's taken over Fun World and return their favorite amusement park to normal. Creepy security men and night-marish animated characters are out to grab the kids and boot 'em off the grounds. As Kahlil, use a powerful spin-tuck move to slam the bad guys. As LaShawn, cartwheel into action and knock them all down!

Either way, you'll have hours of challenging fun as you go into the subterranean world beneath the park in search of the Big Robotic Boss! It's up to you to battle it out for the freedom of Fun World!

- Special Moves and Super Punches blast enemy characters!
- Throw baseballs, basketballs and more to knock them senseless!
- All the humor and craziness of Robin Harris' BeBe's Kids in a great action adventure game!





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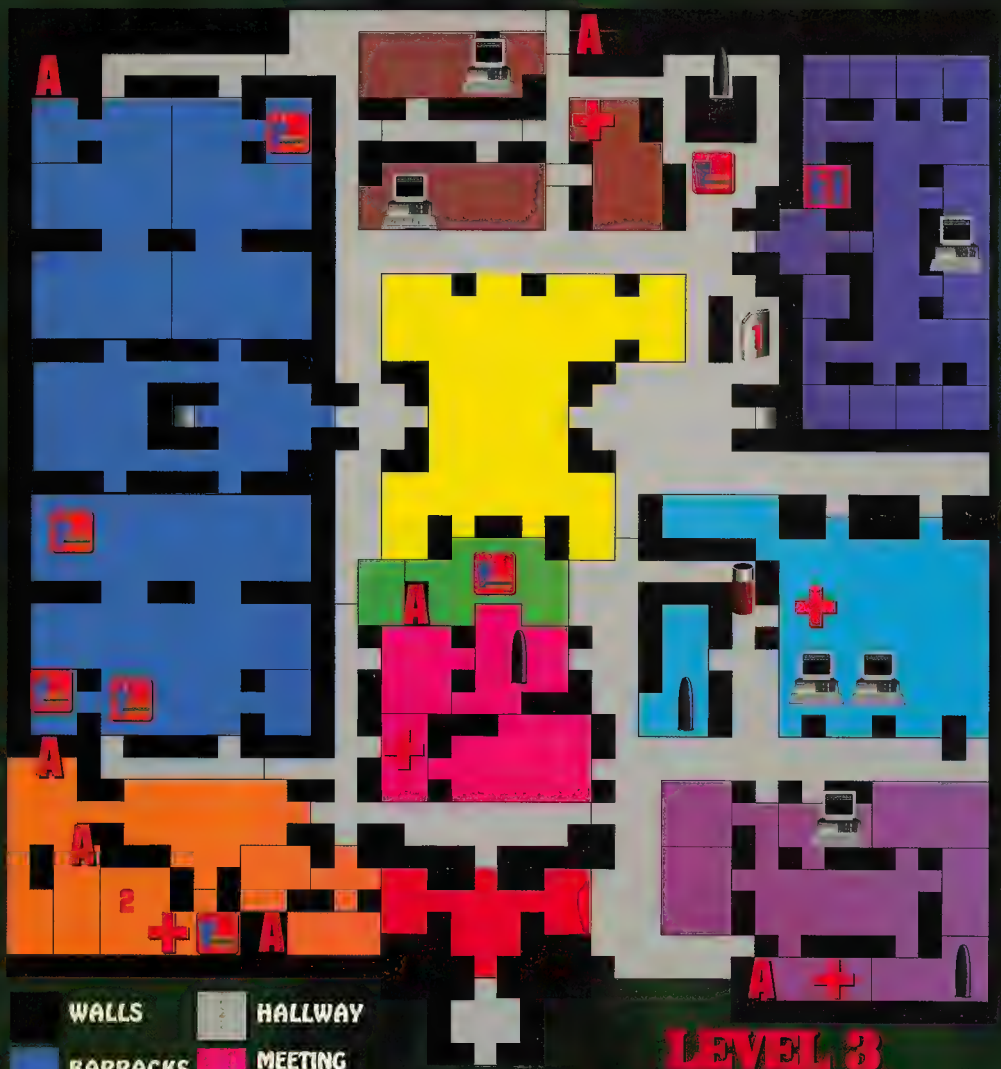

WALLS	HALLWAY
BARRACKS	MEETING ROOMS
LIBRARY	BRIEFING ROOM
BRIG	???????????
CANTEEN	AIRLOCK
KITCHEN	PETTY OFF. BARRACKS

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LEVEL 3

Here's a map of the Starting Level when playing the game as the Marine. You start the level at area One. When you go through the first doorway, there's a dead Marine laying on the ground. Grab his shotgun, because it's the only weapon in the whole level. Some of the rooms can be only accessed via the airducts.

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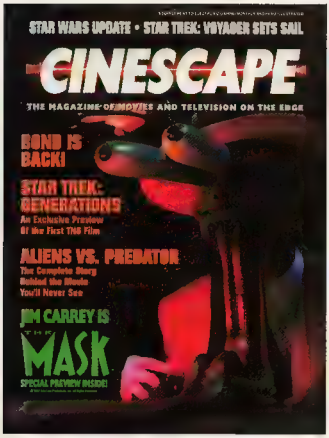

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HE2K5

APPRENTICE

FACT FILE

THEME	PUZZLE/ACTION
MEGABITS	CD-ROM
% COMPLETE	80%
AVAILABLE	OCTOBER
# PLAYERS	1
# LEVELS	90%
CHALLENGE	HARD

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☑
- Battery Back-Up ☐

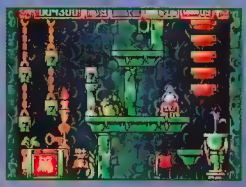
Notes: All options are not yet determined.

NOW I AM THE MASTER

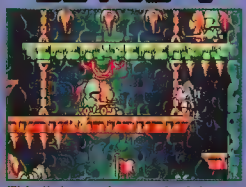
When I first sat down and played Apprentice, I thought I was in for another childish kid's game. Boy was I wrong! The graphics do seem like they're tuned a little more toward the younger generation, but when it comes to game play and all-around fun, this one can't be beat! The story line for Apprentice is the same old good vs. evil gig, but this time you're not a big superhero or a commando with an M-16 in each hand. In fact, you're not even that brave—remember you're still the apprentice. The game is still in early production, but at the moment there are six levels intact. Each level has three areas, a bonus level, and a Boss. Apprentice has some of the best graphics I've ever seen—the detail is incredible, and the sound is crystal clear plus it goes along well with the game. Each level has a time limit. Your job is to grab as many items as you can and rush as fast as you can to the exit. Make sure to grab all the keys!

- Mark LeFebvre

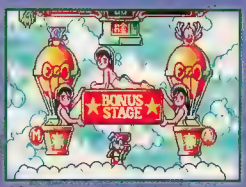
LEVEL 1



If the walls have a crack in them, there's a good chance you can break through them.



This little warrior may look harmless on his hobbie horse, but don't underestimate him!

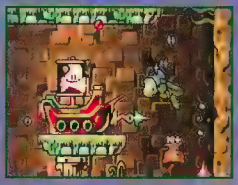


After completing all three areas in each level, you can try your luck at the bonus levels.

LEVEL 2

The entire second level is underwater! You are transformed into a frog and must use your tongue in order to fight off the bad guys.

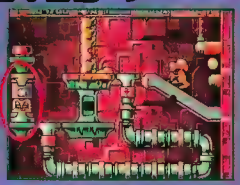
Use extreme caution when trying to maneuver past the sunken battleship. One hit with the anchor and your training will end quickly!

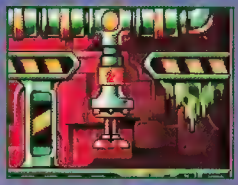


Whales will block your way throughout the level until you feed them the right colored fish. Look closely, they're tiny.

LEVEL 3

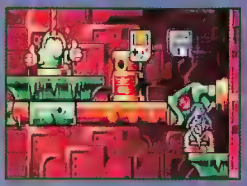
Level Three is an industrial zone with many different pipes. When you step into the teleporter, you will be transported to a new area!



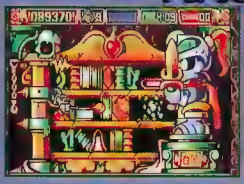


If you're brave enough, you can try to travel through the tubes. Watch the spinning arrow to find out where it will take you.

Pick up tons of items along the way. Most items are worth 1000 points. How come these are only worth 100 points?

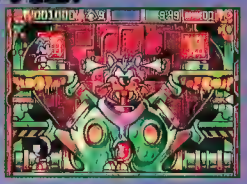


MASTERS OF EVIL!



The first enemy you encounter is a large knight. Use your flame and dodge the books!

The giant octopus at the end of Level Two can be tricky. Don't worry, he'll give you a hand!



The Level Three Boss is a giant tomcat with a nasty disposition. Stay clear of the bombs.

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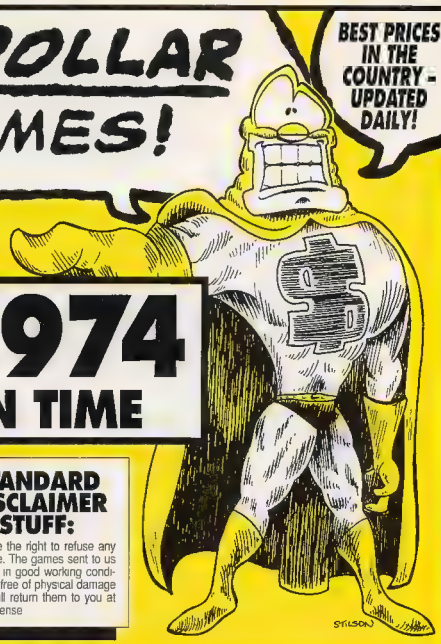

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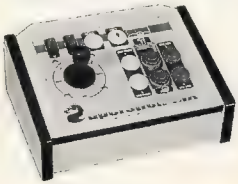

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Baseball Stars	15	5
Bases Loaded	4	1
Bionic Commando	6	2
Blades of Steel	6	1
Bomberman	15	6
Bubble Bobble	13	4
Castlevania	3	1
Castlevania 2	7	3
Castlevania 3	13	4
Caveman Games	10	3
Contra	4	1
Donkey Kong 3	9	3
Donkey Kong Classics	16	6
Double Drag 2	3	1
Double Dribble	5	1
Dragon Warrior 3	32	12
Excitebike	10	3
Exerbike	3	1
Final Fantasy	16	6
Flintstones	24	8
Gall	10	4
Gozzilla	16	5
Ikari Warriors	4	1
Jordan vs. Bird Basketball	4	1
Karnov	5	2
Kung Fu	3	1
Legend of Kage	4	1
Life Force	6	2
Maniac Mansion	13	4
Marble Madness	14	5
Marvels X-Men	19	5
Mega Man 2	8	3
Mega Man 3	7	2
Mega Man 4	17	5
Metroid	8	3
Nascar Challenge	19	6
Nobunaga's Ambition 1	13	5
Pac-Man	17	6
Pinball	9	3
Popeye	9	3
POW	10	3
Punch Out	3	1
Q - Bert	17	6
Rampage	6	2
Rescue Rangers	15	5
Seven-twenty Degrees	7	1
Shadowgate	6	2
Shinobi	15	5
Simpsons 2: Bart Vs. the World	15	6
Super Dodgeball	15	5
Super Mario Brothers 2	5	3
Super Mario Brothers 3	8	3
Superman	10	3
T.M.N.T. 1	3	1
T.M.N.T. 2	6	2
T.M.N.T. 3	16	5
Tecmo Bowl 1	5	2
Tecmo Bowl 2	12	4
Tetris	16	5
Tiger Heli	4	1
Top Gun 2	3	1
Twin Cobra	3	1
Wizards & Warriors 1	4	1
Wrath of the Black Manta	4	1
Zelda 2	4	1

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7th Saga	52	20
Act Raiser	37	13
Aero The Acrobat	44	17
Aerobiz	49	25
Alien Vs. Predator	42	15
Alladin	49	18
American Gladiators	32	13
Art of Fighting	42	15
B.O.B	45	18
Battle Grand Prix	44	20
Battletoads/ Double Dragon	39	20
Best of The Best	28	9
Bill Walsh College Football	49	20
Bill Walsh Football	11	3
Biometal	47	20
Bubsy	44	17
California Games 2	30	15
Captain America	39	15
Captain Novolin	43	20
Carman Sandiego	39	16
Castlevania 4	29	10
Championship Pool	47	22
Chavez Boxing	65	22
Romance of 3 Kingdom 3	76	40
Romance of 3 Kingdoms 2	56	22
Chester Cheetah 2	59	22
Clay Fighters	37	14
Cliffhanger	47	20
Clue	44	20
Contra	37	13
Cool Spot	49	18
Daffy Duck	49	22
Death Valley Rallley	31	12
Dig Spike Volleyball	47	20
Dragons Lair	38	15
Equinox	45	20
ESPN Baseball	52	22
Eye of Beholder	52	20
F Zero	19	8
F1 Roc	43	20
Family Feud	47	20
Fatal Fury 2	52	24
FIFA International Soccer	56	22
Final Fantasy 2	49	20
Final Fantasy HQ	34	10
Final Fight	13	5
Football Fury	49	20
Genghis Khan 2	59	26
Goal Troop	47	20
Hit the Ice	39	13
Home Alone 2	33	12
Hyper V-ball	55	20
Ivindo	39	17
Jack Nickdaus Golf	52	25
John Madden Football '94	26	8
Jurassic Park	37	12
Ken Griffin Jr. Baseball	49	22
Last Action Hero	49	22
Lawnmower Man	49	22
Legend	39	12
Lethal Enforcers w/ gun	74	35
Liberty or Death	66	22
Lost Vikings	39	20
Mario is Missing	37	12
Mario Paint w/ Mouse	49	20
Mario's Time Machine	49	22
Mario Kart	44	15
Mega Man X	44	13
Mickey Mouse's Magical Quest	45	20
Mickey U Challenge	61	30
Might and Magic 2	54	25
Mortal Kombat	26	8
Mystical Ninja	24	8
NBA Jams	57	20
NBA Showdown	29	8
NHL Hockey '94	44	17
Nigel Mansel Racing	49	20
Nobunaga's Ambition	77	40
Pallanin's Quest	54	25
Pebble Beach	57	22
PGA Tour Golf	57	25
Pirates of Dark Water	64	25
Populous	14	5
Prince of Persia	37	17
PTO	62	25
Rabbit Rampage	59	22
Raiden Trad	37	15
Ranma 1/2	57	20
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Road Tuel	30	10
Robocop VS. Terminator	36	15
Rocko's Modern Life	49	20
Romance of 3 Kingdom 3	76	40
Romance of 3 Kingdoms 2	56	22
Secret Mission	56	25
Shanghai 2	59	25
Sim Ant	59	4
Sim City	39	15
Simpsons Bart's Nightmare	34	12
Spiderman and X-man	29	10
Star Fox	18	8
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Street Fighter 2	24	8
Street Fighter 2 Turbo	35	10
Stunt Race FX	64	22
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Super Mario World	8	1
Super Metroid	54	20
Super Off Road Baja	40	15
Super Play Action Footaball	15	5
Super Street Fighter 2	67	40
Super Tecmo Bowl	37	12
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Tazmania	45	15
Terminator	39	15
Tiny Toons	35	13
TMNT 4	29	10
TMNT Tournament Fighters	45	17
Top Gear 2	55	20
Turn n' Burn	52	24
Ultima False Prophet	67	30
Uncharted Waters	54	24
Wheel of Fortune	49	22
Winter Olympic Games	54	25
Wizardy 5	69	30
Wolfenstein 3D	54	22
Wrestlemania	18	6
WWF Royal Rumble	34	14
Yoshis Cookie	37	15
Zelda 3	24	8

Sega Genesis/ Sega CD

Aero The Acrobat	44	15
Alien 3	37	15
Alladin	39	15
American Gladiators	37	20
AWS Soccer	24	25
Barkley Shut Up and Jam	49	20
Battletoads Double Dragon	47	12
Beauty and the Beast R	39	15
Best of the Best	44	16
Bill Walsh Football '95	49	77
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Carmen Sandiego in Time	23	7
Castlevania Bloodiness	33	12
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Clue	44	22
Cyber Cop	29	10
Desert Strike	19	6
Dinosaurs/ Hire	49	20
Double Dragon	37	17
Double Dragon 3	34	15
Dr Robotnik's Mean Bean Machine	47	20
ESPN Baseball	62	25
Eternal Champions	37	12
F-15 Strike Eagle	49	20
Family Feud	52	22
Fantasia	34	10
Fatal Fury 2	50	20
Ferrari GP	34	15
FIFA Soccer	57	24
Flash Back	44	18
Gauntlet 4	49	22
Genghis Khan 2	64	30
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Hit the Ice	39	20
Home Alone	35	17
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Jeopardy Sports Edition	49	20
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Joe Montana NFL '94	29	7
John Madden Football '94	19	5
Jungle Book	49	20
Jungle Strike	46	20
Jurassic Park	29	10
King Salmon	44	18
Land Stalker	44	15
Lemmings	37	16
Lethal Enforcers w/ gun	69	30
Little Mermaid	39	16
Lotus 2	49	22
Marble Madness	42	20
Michael Jackson Moonwalk	34	10
Mickey and Donald World/ Illusion	39	12
Mickey Mouse Castle/ Illusion	39	12
Mickey Ultra Challenge	52	25
MLBPA Baseball	57	24
Monopoly	46	20
Mortal Kombat	29	10
Ms. Pac Man	44	20
NBA Action '94	49	17
NBA Jams	49	20
NBA Showdown	57	24
Nigel Hansel Racing	47	20
Nobunaga's Ambition	59	20
Pacmania	44	20
Pele Soccer	49	25
PGA European Tour	62	22
PGA Tour Golf2	42	17
Phantasy Star 3	29	10
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PTO	69	35
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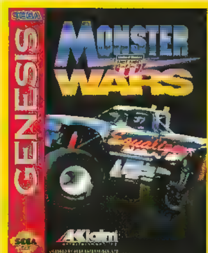

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Electronic Arts is continuing their Bill Walsh College Football series. This game has updated stats, more play features, and loads of options. If you've played the other EA football games, expect the same quality and realism here.

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Bill Walsh features an extensive playbook.

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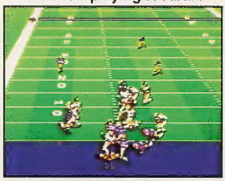

Don't let the other team get a safety on you. It can happen.

RACING — THE NEED FOR SPEED — ELECTRONIC ARTS

If you thought Road Rash was great, just wait until you see The Need For Speed! This 3DO game gives you a choice of the hottest cars in the world—and some pretty intense courses to try them on. What would a game be without a little danger? Need For Speed is loaded with obstacles intended to stop an unwary racer in his tracks. Cinemas depict the crashes!

Need For Speed looks like a winner. More on this game as it comes to us.

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Zip down a winding path surrounded by trees.

When you crash, a cinema shows your demise.

The graphics are extremely beautiful to see in motion.

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